

GAMEPRO™

An IDG Communications Publication

**Hot
Licks!
Cool
Moves!**

Improve Your Action
With These Radical
Tips & Tactics! See Pg. 60

**14 New Game
Reviews!**

Snow's Revenge • Psycho Fox
Ninja Gaiden II • Atomic Robo-Kid
Bonk's Adventure

**Space
Invaders**
Blast'em With
Your Game Boy!

**Free
Game System!**
See Pg. 93

May 1990

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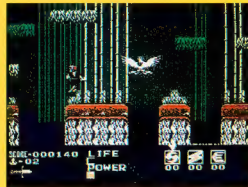
Actual Nintendo Entertainment System Screens



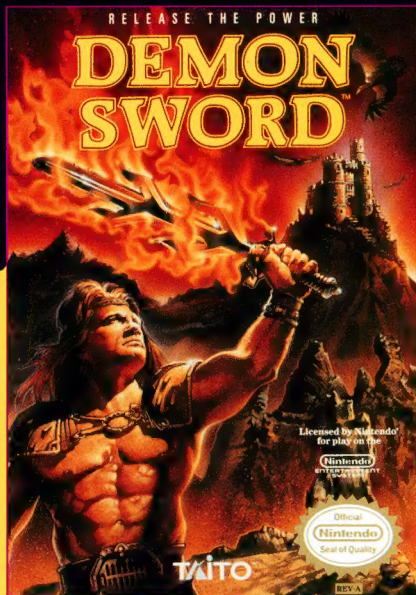
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— Game Players Guide to Nintendo Games

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— Video Games and Computer Entertainment



Actual Nintendo Entertainment System Screens



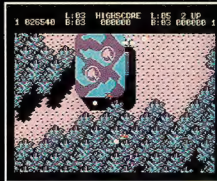
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Nintendo Power - 3/89

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Game Players - 10/89

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Compute's Guide to Nintendo Games - 1989

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Snake gets his revenge. See page 30.



Alex is back—no Kidding! See page 42.



Bonk's bite is more than his bark. See page 46.

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Nintendo: Snake's Revenge, Ninja Gaiden II, Magic Johnson's Fastbreak, Xexyz, and Wall Street Kid.

Sega Master System: Psycho Fox.

Genesis: Alex Kidd in the Enchanted Castle and Atomic Robo Kid.

TurboGrafx: Bonk's Adventure, and J.J. and Jeff.

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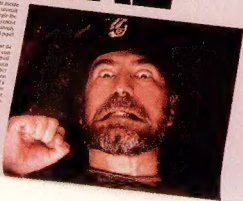
Bad News

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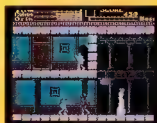
Control man and bird in a fight for the eight jewels of power!



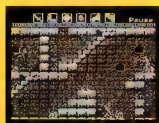
After eons of chaos, mankind has finally emerged from the ruin brought on by nuclear war. The world has flourished once again under the guidance of the Great King, who has harnessed the power of the 8 Eyes to rebuild the planet.

The 8 Eyes—strange and powerful Jewels—were formed in the stellar centers of eight thermonuclear blasts. To possess them is to possess all earthly power.

Now, a loose confederation of dukes has through treachery banished the Great King and seized the 8 Eyes in a bid for power. And already their petty infighting has the world trembling



on the jagged edge of atomic war.



The task of retrieving the Jewels falls to you, Orin the Falconer—the bravest and mightiest of the King's Guardsmen. With your fighting falcon, Cutrus, you must

penetrate the donjon keeps of each of the faithless dukes. There you will face the ducal mercenaries—and battle living skeletons, giant wasps, mud men, and other mutated horrors. You must defeat the monstrous Boss of each fortress to retrieve the Jewel he guards. If you are able to return the 8 Eyes to the Altar of

Peace, the Earth will pass into another millennium of

peace and plenty.

If not...



Do You Know Who's Playing Your Video Game System?



By the GamePros

In a recent article in the Orlando Sentinel, Linda Shrievers reported what kids everywhere already knew: Mom and Dad—especially Dad—play video games as much as they do. In 1986, Nintendo players were primarily under the age of 18. Well, kids, move over! As we head into the 90's as many as 43 percent of Nintendo

gamers are over 18, and the same probably holds true for other video game systems.

It seems some of these adult gamers got hooked on video games when they were younger. They've stayed hooked and they've upgraded their equipment with each new development in the industry! Other closet video gamers are parents who bought game systems "for the kids!" One night, after the kids were asleep, Dad just decided to try a quick round of Super Mario to see what all the fuss was about. We all know what happened next...one round is never enough!

Well, that's OK! There are plenty of us here at GamePro who play video games regularly and are over 18! GamePros everywhere know that gaming is a perfectly respectable way to spend your free time—and probably therapeutic, too! Don't kick the dog! Take your aggressions out on an Abob!

Ms. Shrievers also reports that competitive older gamers read game magazines and call hotlines looking for hot tips and tactics. Well, GamePros young and old, you've come to the right place! This issue of GamePro is packed with ProViews on hot new games as well as tons of tips and tactics for all of your favorite game systems.

And when you're done reading this issue of GamePro, drop us a line to let us know what you think! GamePro is designed to provide the game information that you want. If you have any ideas on how we can do that better, we're eager to hear them. We'd also like to get to know you. Kids, tell us about your parents' secret gameplaying. And you "mature" gamers, tell us about your video gaming experience. After all, as we always say, no matter how old you are, it's your magazine.

And Big Kids everywhere, just remember that if you can't share the video game system nicely, you should go out and buy your own!

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GamePro, Get Better!

They say if you put your mind to it you can create anything. But if you put many minds together you create something spectacular, such as GamePro. The more one improves the better one becomes, and GamePro is getting better with every new issue.

Please consider these suggestions to help improve your magazine even more:

- Add another page of GamePro mail.
- Never interrupt sections with advertisements.
- Check to see if photos of games are clear and not blurry before publishing.
- Don't overload on advertising.
- Reprint the Premiere issue.

John Ramos, Whiting, IN

(You'll notice in this issue and the last that we've added another page of mail! As for ads, magazines like GamePro have to have advertising in order to cover producing, printing, and shipping costs! We try to keep the balance of editorial and advertising fair, and we also try not to split up the ProView sections with ads. We'll keep working on it! As for the screen shots, we've just moved to a new process that we hope makes our screens clearer and sharper than ever before. Check them out and see what you think! Sorry folks — no plans to reprint the Premiere as yet. - Ed)

I think your magazine is the best.

Before I bought any magazines I compared them to see where I could get my money's worth, and I picked yours. I'm glad you previewed Phantasy Star II and Golden Axe. I own a Sega Master System and I plan to buy a Sega Genesis and the new Sega hand-held game unit when it comes out.

I think your addition to the magazine, Rate the Games, is going to be a smash. But I'm sad to see ProChallenge has disappeared. I've also noted that ProClassics was not in the March

issue. Does this mean you're not going to have it anymore?

Chris Janik, Alexandria, VA

(ProClassics appears every other issue! - Ed)

In December, 1989, while I was shopping for Sega software, I accidentally came across the November and December issue of your mag and was interested and impressed enough to buy them both and eventually subscribe. Thumbs up GamePro!

I'd like to add to the list of suggestions already given to you by others. Change nothing about the topics discussed in every issue, including



the Hi Scores section. I find that section of your magazine has helped me to reach much further than just the completion of a game. It also shows me who's the new 'GamePro' to be defeated/worshipped! Adding a critics corner for newly released and past overrated and underrated videogames would be an extremely interesting topic, especially if readers and GamePro experts alike could give their constructive, yet untamed opinion, of their chosen videogames.

Don Duncan, Brooklyn, NY

(ProChallenge is here to stay for the moment! You'll find another opportunity for GamePros everywhere to critique

the games in this issue's GamePros Rate the Games section. After all, what you say goes! - Ed)

GamePros Gone By

I've been enjoying your magazine for the past seven months. My game play has improved greatly since then thanks to your magazine's up-to-date and extremely accurate tips and tactics. I have many of your magazines, but I'm still missing some. What I would like to know is which magazines you still have in stock and how I can go about ordering the ones I need.

Mike Pelka, Chardon, OH

(Write to the address listed in the masthead to check on back issue availability. Beginning with the next issue of GamePro, we'll have an order form for back issues in every magazine! - Ed)

CES Blues

I've heard a lot about the Consumer Electronics Show. Is this a public event? Can anyone go? When and where is the next one and how do you get tickets to it?

Alicia Shaver, Aurora, CO

(Sorry to say that the Consumer Electronics Show is not open to the general public. This huge trade show happens twice a year, in Las Vegas in January and in Chicago in June. At the show, the latest electronics products of all kinds are on display for retailers and luckily the press! For now, you'll just have to rely on GamePro to let you know what happens at CES. - Ed)

Turtle Power!

I'm writing in about a coin-op I think everybody should know about. It's called Teenage Mutant Ninja Turtles. The challenge is enough to keep any gamer happy, but the graphics and sound are the best thing about the game!

Joshua Phelps, Newport News, VA

(We agree! See Hot at the Arcades for a look at this incredible coin-op! - Ed)

Keep Those Tips and Tactics Coming

In the March issue, Louis Espinoza wrote and suggested that you not run any more tips in the magazine. I think you should have more! If someone doesn't like the secrets, then they shouldn't buy the magazine. Besides, isn't that the purpose of a game magazine? I mean, the name of it is GamePro! Joe Hinners, Farmingdale, NY

I just read a letter in your March, 1990 issue that asked you not to print tips. I disagree entirely. No one forces readers to read tips. My husband and I have many Nintendo games that have been played a few times and then put away simply because we got stuck at one spot. Please continue to print more tips and maps. Thanks for a great magazine.

Susan Creer, Corona, CA

I read a letter in your March issue concerning not printing tips in your magazine. I think you should print tips! It's part of the magazine. I suggest that

readers who don't like reading tips on games not read the magazine! A lot of people do like to learn new game tips. I know I do!

Jaims Skolfeld, Scarborough, ME

(The mail is running about 100 percent in favor of tips and tactics! - Ed)

Color In Hand

I am writing to ask about the portable hand-held color unit from NEC mentioned in your March issue. I was wondering if this unit will play its own games and not just the regular TurboGrafx games. Could you please publish some more information on this subject?

Craig Metzbower, Bel Air, MD

(Based on what we currently know, the unit should play regular TurboGrafx games, and, undoubtedly, games will be developed especially for play on the unit. According to our latest information, the unit is not expected to be released in the United States in 1990. We'll all just have to wait patiently. - Ed)

Waiting For SuperGrafx

In your March issue of GamePro you described NEC's new SuperGrafx, which seems to have some improvements over the TurboGrafx-16. You

didn't speak of a release date for this new system in the United States. I'm trying to decide which system to buy. Is this system coming soon, or should I go ahead and choose from the systems that are currently available.

Ken Hearrean, Slidell, LA

(Since the TurboGrafx-16 was just released in the fall of 1989, gamers in the states should not expect to see the SuperGrafx in the United States anytime soon. It seems likely that the system will come to the states eventually, but how well the TurboGrafx does on the U.S. market may determine the timing of any U.S. release of the SuperGrafx. - Ed)

So, Tell Us What You Think.

This is your magazine. Tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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The Video Game Specialists

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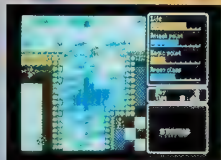
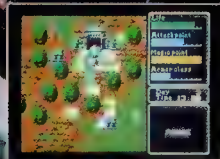
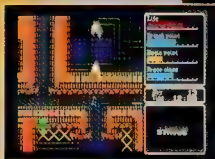
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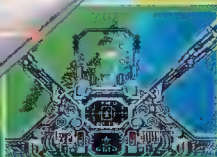
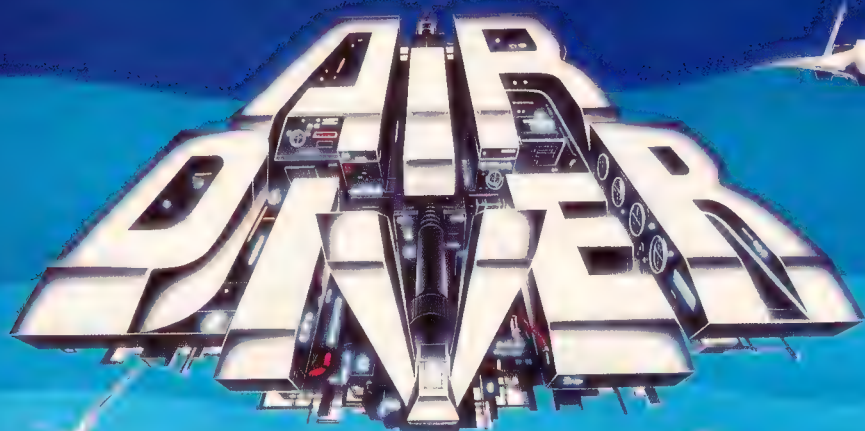
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Control room view of the main structure.



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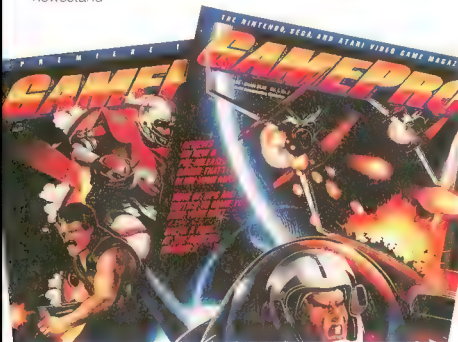


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4
FOUR
PLAYER
GAME

Hit the Dirt.



Strap on your helmet for some rough and tumble racing excitement with Ivan "Ironman" Stewart's **SUPER OFF-ROAD™**

Race up to 4 players at the same time in the game that's just like real dirt racing.

And like the #1 arcade game, this mega-hit for your Nintendo Entertainment System

is filled with mud holes, jumps and other action moves. 8 different stadium tracks and a total of 16 configurations let you play dirty for a long time, too. *So get Super Off-Road and hit the dirt flying!*



WE PUT YOU IN THE ACTION
TRADEWEST

P.O. Box 2097, Corsicana, TX 75151



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NINTENDO ENTERTAINMENT SYSTEM

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The Cutting Edge

Turbo Blaster

By The Whiz

Stickin' to the Pads

Joysticks are great, but you can't beat your standard NES control pads for portability. They're lightweight, relatively easy to use, and the cords are long enough so you can either kick back or whip some wicked body English that's just impossible with a stick. But we all know NES controllers lack two critical features that can help you beat those mind-blowing games—rapid fire and slow motion.

Maybe you've solved the problem by purchasing a joystick, but, of course, if you and buddy take on a two-player game, one of you goes stickless.

Well, don't dump your trusty NES controllers just yet. Now you can have your turbo and your regular control pads, too. Scope out the Turbo Blaster from BDL Enterprises!

Compact Control

The Turbo Blaster is a handy dandy little grey box that provides turbo fire for both of your NES controllers. Additionally, you get slow motion and a unique temporary slow-mo feature.

The unit sports ports for two regular NES control pads. All you do is plug the Turbo Blaster into the NES controller sockets and then plug the controllers into the Blaster. It runs off the NES power supply.

The petite Blaster is the same length and width as a control pad; it's just twice as thick. The "Nintendo" grey cast metal case blends right in with the NES. And this is no two-bit box—it's readily apparent that much attention was paid to the design and construction of the unit.

Turbo for Two

The Turbo Blaster features adjustable rapid fire for both the A and the B buttons. You simply hit separate switches to activate turbo for either button. Additionally, individual knobs adjust the rate of fire, which maxes out at a blazing 32 pulses per second.

The unit is great for games which require a button for jumping since it keeps turbo from affecting onscreen movement. Turbo vets know that with some third party control units, rapid fire mode automatically affects both controller buttons and sometimes makes jumping jittery at best. With the Turbo Blaster, you can switch either button to normal mode.

If you want to give your partner a handicap, you can plug controller 2 straight into the system unit and keep controller 1 connected to the Turbo Blaster.

Mo' Slow Mo

When the game play gets furious, don't panic; the Turbo Blaster mellows things out. Like slow-motion features on third party controllers, you can pause a game and hit the Slow button to activate slow mo.

Temporary slow-mo, however, is a Turbo Blaster highlight. During gameplay, press the Slow button. Now, whenever you find yourself in a dicey situation, just hit Start on the control pad to instantly toggle slow motion. Solve your problems and press Start to jump back up to normal action speed.

The Blaster's A Master

The Turbo Blaster is a solidly built, simple to use unit that really adds value to your NES. BDL also has an adapter for four-player input in the works. The Blaster supports any NES-compatible joystick or remote control device, although they usually sport their own turbo and slow-motion controls.

If you're heavy into two-person gameplay or you prefer the touch on your regular controllers and just want to add turbo and slow-mo, check this baby out! The Turbo Blaster retails for \$39.95 from BDL Enterprises (Bloomington, MN).



Awesome Display of Magic.

4
FOUR
PLAYER
GAME

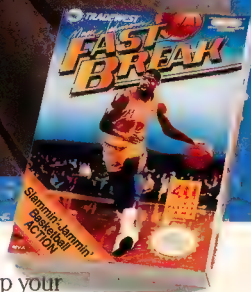


Bring home the Magic! Hit the boards with some Magic moves of your own in the fast action of Magic Johnson's FAST BREAK™ game for the Nintendo Entertainment System.

Up to four players can get in on the real-life basketball excitement of slam dunks, free throws and 3-pointers. You control the action

as you pick up rebounds, pass, dodge, steal, and jump your way to edge out the competition. And when you win you get a salary bonus just like the pros!

Swish into full-court video basketball thrills at home with Magic Johnson's FAST BREAK™



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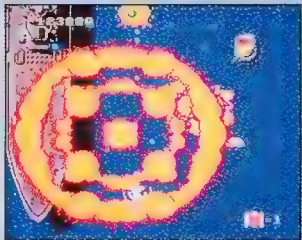
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Overseas ProSpects

ULTIMATE TIGER

By the Pro, A.J.F.

The steady, muffled whir of your chopper's blades drones in your ears as you hover ever closer to the giant battleship. Suddenly, enemy choppers come blazing across the horizon, determined to blast you out of the sky. You zoom in for the kill, guns blazing, and let loose with a scatter bomb. Bullseye! The bomb disarms the enemy battleship and takes out more than a few enemy copters too.



Blow enemy forces to smithereens.

Slip into the cockpit of the ultimate attack chopper for one of the best P.C. Engine shoot-em-up battles around. In

this game, more familiar to U.S. gamers as Twin Cobra, you pilot a heavily armed helicopter over vertically scrolling, highly-detailed scenery. The



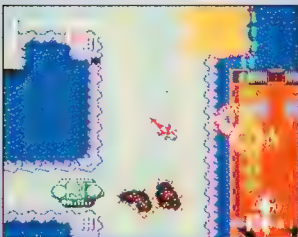
Enemy choppers and gun boats converge on you from all angles.

action is fast and furious as you fly over a landscape littered with enemy tanks, anti-aircraft cannons, enemy choppers, and battleships—all on a suicide mission to blast you out of the skies for good.

Ten To One Odds

To finish the game, you'll have to successfully complete ten grueling mis-

sions over land and sea. Dogfight with enemy aircraft, including giant planes and hordes of determined choppers. From below, enemy forces, including tanks, anti-aircraft cannons, and gun turrets, try to destroy you.



PROTIP: Shoot at the enemy landscape to reveal hidden stars. Collect those and hold onto them without being destroyed, and you'll earn bonus points at the end of each mission. Stars are often hidden on the bridge of enemy battleships and in gun turrets as well as small enemy gun emplacements on land.

PROTIP: If you pick up and hold onto lots of bonus stars, you'll start to reveal hidden 1-Ups.

Armed To The Teeth

Your chopper is well-equipped for the missions that lie ahead of you. You begin the first mission armed with a Red Multi-Missile weapon and three Napalm Bombs. As you battle through the various missions, you can power-up your chopper and select different weapons by destroying the large enemy command copters. When you



Fully powered, the Yellow Shot fires in four directions.

blast the command choppers, they release a weapon power-up, a bomb pod, or a color-changing sphere that enables you to select four different color weapons—the Red Multi-Missile, the Green Laser Cannons, the Blue Spread Shots, and the Yellow Multi-Directional Bazooka.



PROTIP: Keep grabbing weapon power-ups until your weapon of choice makes up to full power.



PROTIP: As in the *Spread* version of this game, the *Blue Spread Shot* at full power is the best overall weapon.

PROTIP: Save your Bombs for the toughest areas of each mission. Your supply is limited, and when you use them you lose them! Replenish your

bomb supply by grabbing the *Bomb Pods* that appear occasionally when you destroy command choppers.

Tank You Very Much

During each mission, you'll have to go head to head in a shoot out with one or more huge enemy boss tanks. Destroy



Use combinations of Bombs and Blue Spread-Shot fire to destroy tanks.

these enemy bosses with a combination of bombs and maxed-up weapon fire.

PROTIP: You can easily destroy the first giant tank by simply dropping a bomb on its rear, then zooming and rapidly firing the *blue Spread-Shot*.

Ultimate Tiger features the shoot-em-up fan's ultimate dream—smooth scrolling action with virtually no flicker or slow-down. It's an intense challenge with great graphics and stereo soundtracks. We hope Taito Corporation releases this, and some of their other awesome PC Engine hits, in the U.S. as soon!



ILLUSTRATION: MARC ERICKSON

Hot at the Arcades

Teenage Mutant Ninja Turtles (Konami)

In this scorching martial arts action game, you can play with one to four players and choose your favorite weapon-packed reptile to fight with, whether it be Donatello with his Bo staff or Leonardo with his razor-sharp Katana sword. Your mission is to rescue your friends, April and Splinter. Fight your way through burning buildings and city streets that are choc-a-bloc with hooded bad guys who've got a passion for hammer and spear throwing—at you!



PRO TIP: To defeat the splinters in the final level, first knock off their helmets with multiple blows, and then go in for the kill. Beware! If you don't knock off their helmets first, you'll get an unpleasant surprise when they clone themselves!

by C.A.T. and E.E.R.

What's hot, hot, hot at the arcade? You ask? Well, do the words "pizza," "mutant," and "green" mean anything to you? You've got it, GamePro: Teenage Mutant Ninja Turtles, the phenomenal home-system hit, has gone coin-op! The moral to this story: Start stashing those quarters!



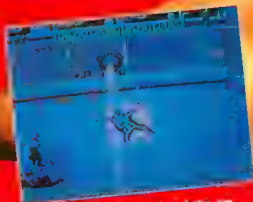
Things are looking mighty stinky in Ratville. (Level 3)

Get athletic in Level 4 as you hop on a jet-powered skateboard and maneuver your way over bridges and through enemy territories that are heavily guarded by helicopters.

There's no time to cool the fire under these amphibious heroes, so stoke up the flames and head on out to see just how hot things can really get at the arcades.



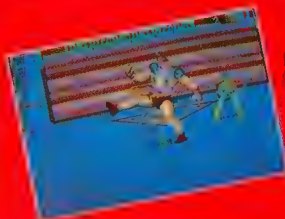
Jump into the shell of your favorite warrior.



PRO TIP: When the ice jets appear in the final level, knock them out as soon as they pop out of the ground. Be quick! If you don't get them right away, they'll freeze you up like an ice cube!



PRO TIP: As you fight your way through all the treacherous obstacles, as only a mutant turtle can, be sure to replenish your energy by eating the pizzas you'll find on the ground along the way.



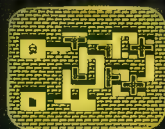
PRO TIP: When you battle the robot in the final level, always aim for his head. This is his most vulnerable point and each blow is equivalent to multiple body hits.

PHOTOS: WEINBERG & CLARK
ARCADE: MILPITAS GOLF/LAND

KWIRK

HE'S A-MAZE-ING!

Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato with a chance to rescue her. With Kwirk, you'll move bunches of



blockers, outwit plenty of pits, and mash through many a maze.

And just when one labyrinth seems to be licked...an even trickier one appears.

So put on your shades, get your thinker in gear and join the a-maze-ing Kwirk in his quest to solve this puzzling predicament.



And remember, Tammy's only got one hope...you!

Coming soon for Game Boy: WIZARDS AND WARRIORS X: FORTRESS OF FEAR™—a brand new adventure with Kuros™, the gallant knight warrior; and WWF SUPERSTARS™ featuring Hulk Hogan™, the Ultimate Warrior™ and more in the best of WWF wrestling action.



COMING
SOON!



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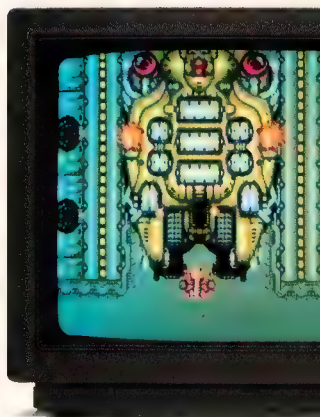
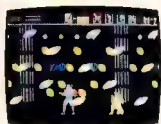
WE BRING THE ARCADE



REVENGE OF SHINOBI.™

With your samurai sword and the help of the shuriken, you face the dreaded Neo Zeed. Fighting your way through high-

rise elevators, across factory conveyor belts, and atop a speeding Bullet Train, you avenge the death of your ninja teacher.



TRUXTON.® The Gidans have ambushed your Super Freighter in deep space and now control its cargo of secret weapons. They plan to



SUPER MONACO GP.™

Burn through the tight turns of a European racing circuit in your open-wheel Grand Prix car, shifting through 7 gears as

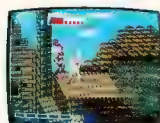
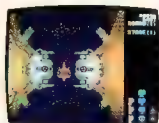
you take your tach to redline and watch the buildings of the cityscape rush at you at 200 mph.



SUPER HANG-ON.™

Pick a top factory team mechanic to customize your superbike and take on world-class opponents like Hans

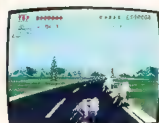
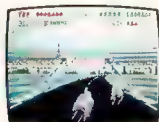
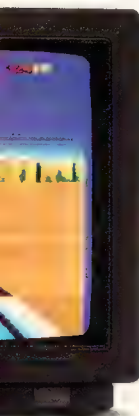
E EXPERIENCE HOME.



destroy your planet Borego. You must stop them with your Rainbow Circle shot as you navigate the fortified asteroid belt.

GOLDEN AXE.™ You fight through the forest and Turtle Village facing fire breathing dragons and fearsome knights, across the Bridge of Fear and

on the back of a turtle, past the eye of the eagle to Death Adders castle where you rescue the princess.



Only Sega® brings you today's hottest blockbuster arcade hits. As well as real arcade classics like Space Harrier II, Super Thunder Blade and Altered Beast.

On Genesis,™ you get to play two new levels of Golden Axe that aren't even in the arcade version. And Revenge of Shinobi even goes beyond the arcade hit in this new exciting sequel.

Truxton and Super Hang-On bring you the same action and gameplay you've come to count on in the arcade hits. And Super Monaco GP continues to deliver on the arcade promise in months to come.

But, that's what you'd expect from Sega. The masters of arcade entertainment.



"The Iron Man" Braun or Mia "Rocket Girl" Ferraru as you race across the terrains of Africa, Asia, America and Europe.



We Bring The Arcade Experience Home.

The Adventures of

Chapter 9:

LOKI: PRINCE OF DARKNESS

GAMEPRO

FRANCIS MAO

WRITER/ARTIST

MICHAEL KAVISH

ART DIRECTOR

Previously:

Alex West, a computer junkie and video games fanatic, has been suddenly transported off Earth and into the video dimension by the wizard Zardoth. The video dimension exists parallel to Earth on a separate electromagnetic plane and is linked to Earth via all of Earth's electronic games machines—such as computers and video games. But in this dimension, the worlds and elements of video games are a reality! Zardoth seeks Alex's exceptional video gaming skills to help defeat the menace of the Evil Darklings—a cruel, shape-changing race that has overwhelmed the video dimension and seeks to launch a reversion of Earth by way of the electronic transmissions on a bridge created when people play video games. The Evil Darklings' influence has trapped Alex in this dimension and the only way for him to return to Earth is to physically enter various video games and seek out and destroy all of the Evil Darklings hidden within them. To aid Alex's mission, Zardoth has magically bestowed upon Alex the costume and powers of GAMEPRO—the ultimate video gaming champion!

GAMEPRO HAS BEEN SUDDENLY THRUST INTO GHOULS'N GHOSTS. HE BEFRIENDS SIR ARTHUR, THE HERO OF THE GAME AND JOINS IN THE QUEST TO RESCUE THE PRINCESS FROM LOKI, THE PRINCE OF DARKNESS! GAMEPRO BECOMES SEPARATED FROM SIR ARTHUR AND STUMBLES UPON A HIDDEN EVIL DARKLING MACHINE WITHIN A WINDMILL IN THE VILLAGE OF DEATH. THE MACHINE WAS ABLE TO MOMENTARILY TRANSPORT GAMEPRO BACK TO EARTH! UPON RETURNING TO THE VIDEO DIMENSION, GAMEPRO DEDUCED THAT THE MACHINE WAS PART OF THE EVIL DARKLINGS PLANS TO INVADE EARTH, AND IS POWERED BY PEOPLE PLAYING DARKLINGS-CONTROLLED GAMES ON EARTH. THERE MUST BE A WHOLE NETWORK OF SIMILAR MACHINES WITHIN VARIOUS GAMES. WHEN UNITED, IT WOULD CREATE AN INTER-DIMENSIONAL BRIDGE CAPABLE OF TRANSPORTING AN ENTIRE INVASION FORCE TO EARTH! GAMEPRO DESTROYS THE MACHINE AND IS SUDDENLY ATTACKED BY AN EVIL DARKLINGS ASSAULT FORCE!

SURRENDER OR DIE!!

YEOW!

FIVE TO ONE...
THESE ODDS STINK!

OH, NO!

I'M CORNERED!

THIS IS UNEXPECTED!
RETREAT AT ONCE!!

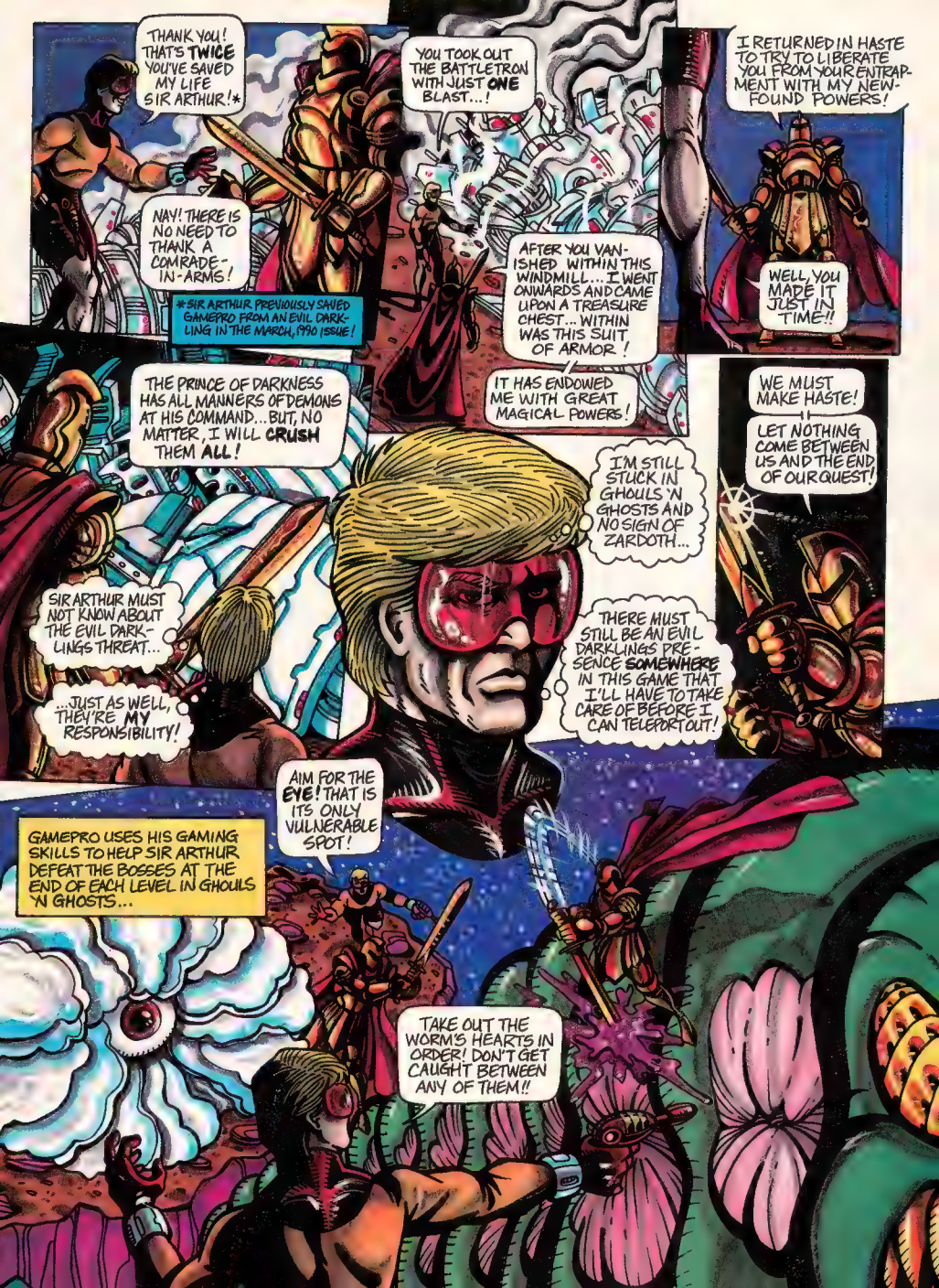
SIR ARTHUR!

GREETINGS SIR ALEX!

THE ODDS AREN'T SO HOT NOW ARE THEY?!

YOU COWARDS!

HUH?



THANK YOU!
THAT'S TWICE
YOU'VE SAVED
MY LIFE
SIR ARTHUR!*

YOU TOOK OUT
THE BATTLETRON
WITH JUST **ONE**
BLAST...!

NAV! THERE IS
NO NEED TO
THANK A
COMRADE-
IN-ARMS!

*SIR ARTHUR PREVIOUSLY SAVED
GAMEPRO FROM AN EVIL DARK-
LING IN THE MARCH, 1990 ISSUE!

AFTER YOU VAN-
ISHED WITHIN THIS
WINDMILL... I WENT
ONWARDS AND CAME
UPON A TREASURE
CHEST... WITHIN
WAS THIS SUIT
OF ARMOR!

I RETURNED IN HASTE
TO TRY TO LIBERATE
YOU FROM YOUR ENTPAR-
MENT WITH MY NEW-
FOUND POWERS!

WELL, YOU
MADE IT
JUST IN
TIME!!

THE PRINCE OF DARKNESS
HAS ALL MANNERS OF DEMONS
AT HIS COMMAND... BUT, NO
MATTER, I WILL **CRUSH**
THEM ALL!

IT HAS ENDOWED
ME WITH GREAT
MAGICAL POWERS!

WE MUST
MAKE HASTE!

LET NOTHING
COME BETWEEN
US AND THE END
OF OUR QUEST!

SIR ARTHUR MUST
NOT KNOW ABOUT
THE EVIL DARK-
LINGS THREAT...

...JUST AS WELL,
THEY'RE MY
RESPONSIBILITY!

I'M STILL
STUCK IN
GHOULS 'N
GHOSTS AND
NO SIGN OF
ZARDOTH...

THERE MUST
STILL BE AN EVIL
DARKLINGS PRE-
SENCE **SOMEWHERE**
IN THIS GAME THAT
I'LL HAVE TO TAKE
CARE OF BEFORE I
CAN TELEPORT OUT!

AIM FOR THE
EYE! THAT IS
ITS ONLY
VULNERABLE
SPOT!

GAMEPRO USES HIS GAMING
SKILLS TO HELP SIR ARTHUR
DEFEAT THE BOSSES AT THE
END OF EACH LEVEL IN GHOULS
'N GHOSTS...

TAKE OUT THE
WORM'S HEARTS IN
ORDER! DON'T GET
CAUGHT BETWEEN
ANY OF THEM!!

GAMEPRO AND
SIR ARTHUR
ARRIVE AT THE
END OF THEIR
QUEST...

OUR QUEST WILL
SOON BE OVER!
I SHALL BE RE-
UNITED WITH MY
BELOVED PRINCESS!

YOU FIEND!
RELEASE THE
PRINCESS!

BY MERLIN'S
BEARD!

HOLD
ON!

NO!

SIR
ARTHUR!

CRAACKK

RIP!

YOU...

...YOU
KILLED
HIM!!

DO NOT WORRY
LITTLE MAN!
YOU WILL SOON
BE JOINING
YOUR FRIEND
IN DEATH!

NOW...

...YOU'RE...

MINE!

THEY SOON ENGAGE IN THE
FINAL CONFRONTATION
WITH LOKI, THE PRINCE
OF DARKNESS!

HOW DARE YOU
INTRUDE UPON
MY DOMAIN?!

BE CAREFUL
SIR ARTHUR!
THE FLOOR
MAY GIVE WAY!



ARGHH

WHEW!

YOU HAVE DONE VERY WELL, ALEX WEST...

ZARDOTH! SO NICE TO SEE YOU! SORRY YOU MISSED ALL THE FUN!

DO NOT BE ANGRY ALEX...

I HAD TO SEARCH THE ENTIRE VIDEO DIMENSION FOR YOU WHEN THE EVIL DARKLING WHISKED YOU AWAY! *

AFTERWARDS, I HAD TO WAIT UNTIL YOU DESTROYED THE EVIL DARKLINGS POWER SOURCE BEFORE I COULD ENTER THIS GAME DIMENSION!

*GAMEPRO WAS TELEPORTED OUT OF CALIFORNIA GAMES AGAINST HIS WILL IN CHAPTER 6 - FEBRUARY, 1990.

YES, BUT WHERE ARE THE EVIL DARKLINGS?

THEY NEED NOT BE PRESENT IN PERSON TO EXERT THEIR INFLUENCE... LOKI'S THRONE WAS THE MAIN POWER SOURCE FOR ALL THEIR DEVICES CONTROLLING THIS GAME DIMENSION...

SIR ALEX! NOW IT IS I WHO MUST THANK YOU FOR SAVING MY LIFE!

YOUR BRAVERY HAS SAVED US ALL!

HUH?

I HAVE TO CONFESS... I DIDN'T START TO TRUST YOU UNTIL JUST RECENTLY, ...EVERYTHING HAS BEEN HAPPENING TOO FAST...

BUT, IT'S ALL CLEAR NOW, I ACCEPT THE RESPONSIBILITIES AS GAMEPRO? I'M COMMITTED ALL THE WAY!

I AM GLAD TO HEAR THAT ALEX... YOU WILL NEED ALL YOUR STRENGTH AND WILL-POWER IN ORDER TO END THE EVIL DARKLINGS MENACE!

SIR ARTHUR! WE WILL BE LEAVING NOW! MY BLESSINGS UPON YOU AND THE PRINCESS!

BUT... HOW?

THERE IS MUCH FOR YOU TO LEARN ABOUT THE VIDEO DIMENSION, AND ABOUT ME, ALEX...

YOU MUST TRUST ME!

GOOD-BYE!

FAREWELL SIRE! SIR ALEX... YOU ARE A MOST VALIANT ALLY! I PLEDGE MY SWORD IN ALLEGIANCE TO YOU! JUST CALL AND I WILL BE READY TO DO BATTLE BY YOUR SIDE!

WATCH OUT EVIL DARKLINGS! I'VE JUST DECLARED WAR!

SHWRZAK!

NEXT ISSUE:
TECMO WORLD
WRESTLING!!!

By Brother Buzz

There's something rotten in Teristan and someone better do something about it. It's Snake time! Snake's Revenge, Ultra's high-powered sequel to Metal Gear, marks the return of Lt. Solid Snake for another thumb-blistering commando adventure.

In the previous episode, Snake defeated the villainous Colonel Vernon CaTaffy and destroyed his awesome robo-tank Metal Gear. But the crazed Colonel escaped, and now he's found asylum with the Higharolla Kockamamie (eight-time winner of the Merciless Man of the Year Award). Not only that, CaTaffy's contributed his latest mechanized death weapon, the Ultra-Sheik Nuclear Attack Tank, to the Higharolla's evil army.

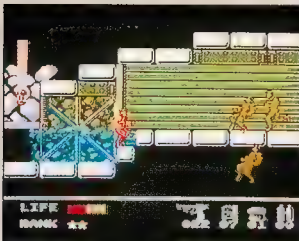
Ready to save the world from Kockamamie terrorists? Read on.

Slithering Down Memory Lane

For the most part, Metal Gear vets will find Snake's Revenge familiar territory. But this cart goes a step beyond Gear with some of the most challenging one-player gameplay around.

As Snake, you must secure weapons, equipment, rations, and eight essential pass cards in order to punch, stab, shoot, and blast your way through eight deadly locales.

The 45-degree vertical display is the same as Metal Gear's, but this time you get fast-paced horizontally scrolling action, too. Although the graphics and



SSnake goes horizontal.

animation have a familiar look, you'll find plenty of eye-catching goodies stashed throughout the cart.

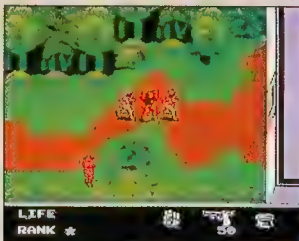
Your trusty team members—Jennifer, Nick, and John—are back, and a transceiver screen keeps you in touch with them. Weapons and Equipment screens enable you to manage your gear. The life line is a critical gauge to watch; if you don't replenish your life with rations, you perish!



PRO TIP: Don't be a lone wolf. Communicate with your team or you'll never make it.

The Kockamamie World

At game's start, a Stealth chopper drops the team off at a jungle landing zone. Work your way through the underbrush, and implement John's plan to sneak into Fortress Fanatic.



John's plan opens the Fortress.

Inside the multi-level fort, search for pass cards and essential equipment. You'll have to defeat a roomful of man-mashing robots to advance to

Snake's Revenge

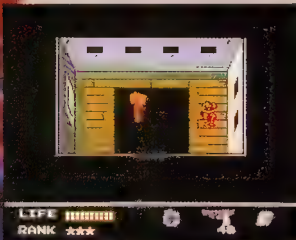


the next level. Have plenty of rations on hand.



The Robots are happy to run into you.

Beat the mechanical maulers and you can climb aboard the Battleship. Blow the men down as you make your way below decks to the weapons hold to obliterate the ship. Then, your chopper plucks you out of the sea and drops you off at the Enemy Camp. Watch your step! If you make it to the trains, it's all aboard for a murderous ride. Find John; he's got something to show you.



The Train is treacherous!

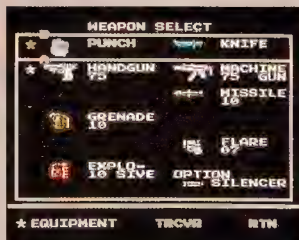
By now, you should have four pass cards; only four more to go and the party's just starting! Next, you take a terror-filled ride on an elevated tram. Enjoy the scenery, if you can.

The tram takes you to two death-dealing castles. The Higharolla's henchmen are furious that

you've made it this far and they double their efforts to turn you into mincemeat. Survive and you face the Higharolla's Ultra-Sheik tank.

Tools of the Trade

To get anywhere in this cart, you must master your arsenal.



The Weapons Screen: You need all you can find.

When you hit the LZ, you're armed with a combat knife, a Beretta pistol, and a powerful punch. Keep your eyes open, and explore every path and secret room to uncover other valuable weapons such as a submachine gun and a shotgun. Grenades, Claymore **PROTIP: The silencer keeps things quiet. Look for it by the truck after you've entered the Fortress and found your way back out again.**

mines, explosive plastique, land mines, and remote control missiles will make you a big hit with the bad guys. You'll also need special items such as truth gas, scuba tanks, a mine detector, infrared goggles, and body armor. Whew! It's a load, but you're gonna need all that gear and more.

PROTIP: Whenever you find supplies such as rations or ammo, stock up. Take the item, exit the screen, and then return immediately. More supplies appear.

Sneak in the Grass

Stealth is the key to success. The Kockamamie's forces use searchlights, electronic intruder detectors, remote cameras, booby traps, and an interminable army of guards to try to ferret



Avoid the lights.

you out. Sneak by, if you can. If you're quick; you can overpower several guards before they sound the alarm.

PROTIP: It's critical that you learn to grab extra rations and ammo from the guards. Sneak up on them and punch three times. To hit up the same guard for more supplies, exit the screen and return.

Make a slip and you trip an alarm. Then, the Kockamamies are on you like fleas on a dirty dog! You'll have to wipe out the guards and, probably, take a few hits in order to restore peace and quiet.

PROTIP: True to his name, Snake's fast enough to dodge enemy bullets and tough enough to survive several shots (although his life line shrinks). Remember: He who fights and runs away lives to fight another day.

This mission is a monster and the fighting's ferocious. Luckily, Snake's Revenge has continue options and a password feature.

PROTIP: When firefights get intense, don't panic. Press Start to pause, or hit Select to pause and swap weapons or recharge your life line with rations.

Sneak Wants You

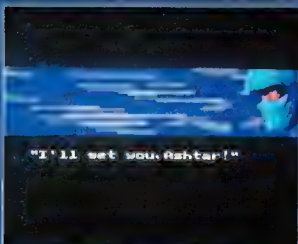
Okay, hotshots, we're talking serious sequel here. Overall, this excellent combat cart has it all: finger-busting gameplay, brain-draining problems, shocking plot twists, hidden surprises, and several serpentine scenarios. Bro' Buzz says, "Check it out!" But only heavy-duty Snake charmers need apply.

Sneak's Revenge by Ultra (\$49.95).

By Gary Barth

It's been a year since everyone's favorite ninja, Ryu Hayabusa, defeated the evil demon, Jaquio, and rescued Irene, the beautiful and mysterious CIA agent. Now, evil stirs across the land once again as Ryu, now known as the Ninja Dragon, sets out to battle Lord Ashtar in *Ninja Gaiden II*. It's Tecmo's sequel to their smash arcade/action hit, *Ninja Gaiden*. Like the original, this cart boasts excellent action sequences and superior graphics, along with special

take place between the different levels.



Follow the story in these animated sequences.

Enter the Ninja Dragon

Prepare for a barrage of obstacles and opponents as you make your way through the seven acts and their sub-

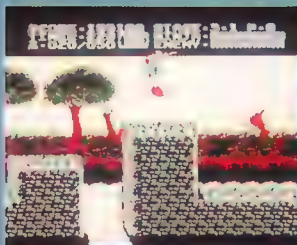


Take your fighting skills to the next level.

As the Ninja Dragon, you'll face a variety of opponents, including Lord Ashtar, the main villain. You'll also encounter a variety of other enemies, including a variety of other enemies.

NINJA GAIDEN II





TIP: You find yourself in the middle of a wicked thunder storm. Move only when the lightning flashes and you can see where you're going; otherwise, you'll find yourself in deep trouble. To protect yourself, always pause when there's no lightning. Lightning can hit you, but the storm continues. When the lightning flashes again, hit Pause and move on.

TIP: The wind and snow blows you around and puts a damper on your agility. When you make long jumps across cliffs, don't jump into

Key Maps

Map 1: The first map is a simple, open area with a few trees and a small body of water. It's a good place to practice your jumping and climbing skills.

Map 2: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.

Map 3: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.



Your jump score is your only friend in this early game.

Map 4: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.

Map 5: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.

Map 6: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.

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Map 34: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.

Map 35: This map is a bit more challenging, with a lot of trees and a small body of water. It's a good place to practice your jumping and climbing skills.

TIP: In Act 2-3, the spider jumps that appear spider-like at you, the best way to beat the spider is to climb to the top of the wall on the right of the screen and then when the spider jumps off the ledge, follow him down and hit him as many times as possible before he jumps back up. Repeat this strategy until you defeat him. And, by the way, watch out for the spider's jump!



TIP: Near the water dragon, the water dragon water dragon, by climbing up one side of the waterfall while his claw comes at you from the other side. Use your special climbing ability by holding down the A button and pushing either left or right on the controller (depending on which direction you're facing). Once you're up on top of the waterfall, you've got a clean shot at the dragon.

The End

Well, that's all for now. I hope you enjoyed this guide. If you have any questions or comments, please feel free to contact me. I'll be happy to help you out. Thanks for reading!

More about the game and its secrets.



Magic Johnson's FAST BREAK

By Slo' Mo

What looks like basketball, plays like basketball, and even sounds like basketball, but isn't exactly basketball? Nawwww, it isn't the L.A. Clippers or the Charlotte Hornets. Try Magic Johnson's Fast Break from Tradewest.

Two-On-Two

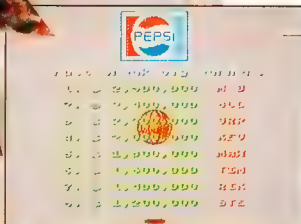
Now, don't lose your cool, Lakers fans. You can bet a new pair of Air Jordans that any NES B-ball cart with the Magic Man's name on it is going to provide some monster hoops. But basketball purists should note that Fast Break offers fast-paced two-on-two basketball action rather than the usual five-on-five contest.

On screen you get full-court, horizontally scrolling action. There's a 24-second shot clock, a scoreboard, and a Team Foul counter. A referee monitors the action and a fanatical crowd cheers you on.

You control one player at a time. An arrow appears onscreen above the head of the player you're running. Just hit B to switch players. You can play against the computer or a friend. With an NES Satellite, four people can play at once.

PROTIP: Team defense creates turnovers. Learn to double team the ball handler by pressing B quickly to always keep a player in his face.

Your team starts each game at a certain salary level. Your goal is to beat the pants off the opposition to earn a larger salary. Keep winning and you might etch your name onto the Big Earners screen.



Big winners become Big Earners.

Technical Fouls

Hoops freaks will quickly notice Fast Break's soft spots. First off, all the players have the same moves and the same skill levels.



Bombs away from Three-point Land.

Shooting's really hit or miss. You can pull up for jumpers, take a three pointer, or drive to the basket, but you can't put any touch on your shots. The closer you are to the hoop, the more likely your shot will drop. And although you can dunk after a fashion, you can't perform spectacular slams. Most shots inside the paint resemble the old two-hand set shot.

Finally, you can steal the ball and grab rebounds, but you can't block shots.

On the whole, for a game that bases its draw on one of the most creative players in the NBA, Fast Break is a tad limited in the degree of creativity it allows you on court.

So much for the basketball-junkie gripes.

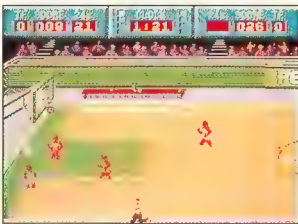
Takin' It to the Hoop

What Fast Break trades off in sweaty details it makes up for with non-stop action. You don't have to spend a lot of time setting up the game, selecting teams, or substituting players; you just suck in a deep breath and go to it.



PROTIP: If you dribble the ball upcourt, hug the near sideline. It's almost impossible for the defender to make a steal, and you never step out of bounds.

When they labeled this cart "Fast Break," they weren't kidding around! Since there are only four players on-screen, there's plenty of room for no-holds-barred, run and gun hoops. You even hear the fans roar and the basketball shoes squeal as players zip up and down the court. And both teams can really rack up the points for radical scoring!



PROTIP: The draw and kick is a good offensive play. Drive to the hoop, draw the defenders to you, and then kick the ball out to your open man for an uncontested shot.

The computer, in particular, is no slouch. It'll burn you if you don't get back on defense and pop a three-pointer when you jam up the middle.

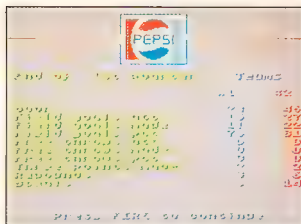
PROTIP: Computer opponents are fast, so don't try to make a pass when they're near your passing lane or they'll intercept it.

PROTIP: After they score, the computer players are a might slow getting back on D. When you inbound the ball, send a player downcourt off screen. Then press B to pass. (The longer you wait, the closer he gets to the basket, but watch out for a five second violation.) It's an easy two, if you don't blow the shot.

Making A Game of It

You get five skill levels from Rookie to Professional. Each level provides quicker gameplay, tougher defense, and bigger bucks if you win.

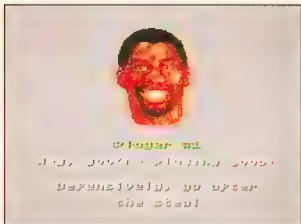
A game lasts four three-minute, real-time quarters. In between quarters, you can review stats such as field goal percentage, three-pointers made, rebounds, and steals



Check your stats each quarter.

If the score is tied at the final buzzer, you play additional quarters until someone wins.

As you play, an excellent image of the Magic Man pops up to congratulate you for a good shot and offer a few words of basketball wisdom.



And now a word from Magic!

Foul Play

The referee isn't there just for looks. He'll call fouls (including offensive fouls) if the gameplay gets too rough. Five team fouls nets two free throws. The ref also whistles back-court violations. He'll even call five-second violations for taking too long to inbound the ball and ten-second violations for not making it across midcourt in time.

At the Buzzer

Magic Johnson's Fast Break is a fast-paced, addicting game of video Two-On-Two. The gameplay is simple to learn, and it really grabs you. Playing the computer is a kick and multi-player games are a blast! So, lace up your sneakers and loosen up your fingers; Fast Break ain't Showtime, but it's still got Magic.

Magic Johnson's Fast Break by Tradewest (\$44.95).

By the Pro, A.J.F.

In the far distant future, the planet Earth has been devastated by nuclear war. Only five islands, the nation of Xexyz, remain. Now, as if this holocaust weren't enough, the evil space fortress, Goruza, has unleashed its weird mechanical creatures to conquer Xexyz. And they've taken the queens of the five islands hostage.

Enough is enough! As the mighty space warrior, Apollo, strap on your armored battle suit and set out to rid the planet of the cruel invaders.

Action A' la Mode

Xexyz doubles your fun with two styles of gameplay—Action Mode and Shooting Mode. Action Mode is regular “find it or shoot it” game fare and Shooting Mode is pure horizontally-scrolling shoot-em-up action.



Shoot 'em up action!

Fight through eleven stages spread across five islands—the islands of Ruins, Forests, Crystals, Lakes, and Volcanos. In Action Mode, you collect



Forage through fearsome forests.

items, gather info, and fight off extraterrestrial hordes on your way to Goruza HQ, the Mechanic Castle.

First, track down the isle's sole surviving residents—spirits and robots—for vital information. Then, find the Force Stars, which unlock the castle gates. Also, watch for Energy Balls and Life Balls. Trade Energy Balls for weapons when you come across a weapons shop.



PROTIP: In some places, you can enter and exit the same room to make enemies reappear. Keep shooting them to rack up Energy Balls!

Build up your arsenal with awesome weapons such as the Laser, the Hand Beam, and the Wave Ball. For a quick burst of whirling invincibility, try the Typhoon.



PROTIP: Use the Foot Wing to fly over enemies and bottomless pits by pressing Up and Button A simultaneously to high jump and then rapidly pressing Button A.

When you're adequately armed, blast your way to the Mechanic Castle to rescue the queen. The castle is a multi-level maze of menace and in the

midst of your search you'll encounter a fearsome boss monster. Here the game switches to Shooting Mode. For help, you'll get one of ten different Cyborg Riders, which you can fly into battle. Prevail, and you continue your quest only to face still another gigantic boss before you rescue the queen.

PROTIP: Enter bonus rooms twice to double your rewards!

Big Bosses

The eleven, fierce stage bosses are huge cyborgs bent on mangling your molecules. You'll face deadly creatures such as the cunning, shark-like Jawza and the enery ball-spitting Jeliza. In the final showdown, you'll trade blasts with the gigantic Goruza fortress itself.



PROTIP: The laser is most effective against enemy bosses.

Xexyz is a little like a spaceage combination of Super Mario Brothers and Wizards and Warriors, geared towards the average to novice player. Save what's left of Earth from an extra-terrestrial scourge! Spacethings, go home!

Xexyz by Hudson Soft (\$42.95)

VEGAS DREAM IS HERE!



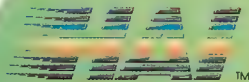
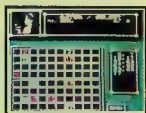
Bring the Strip to your neighborhood—and the casino of your choice home to your living room. Set off with your friends to that magical oasis where dreams come true, and fortunes are made and lost. Combining four of the most popular casino games into one exciting package, VEGAS DREAM lets up to four players compete in the Hal Palace Hotel casino. Side bets, sub-plots and a cast of fascinating characters assure non-stop action. Try your hand at Blackjack or Roulette, spin the Slot Machines in denominations from \$1 to \$100, then take a little break in the action and play a few

games of Keno. Loan different game at to use next time. Take



money back and forth, change to a any time, or save your bankroll a chance on VEGAS DREAM—odds are you're going to love it.

Available April, 1990.



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By Hobbs

On the mean streets of the concrete jungle, life is never easy. The bull and the bear rule the financial kingdom named Wall Street and it takes a lot more than cash, cars, and collateral to satisfy the appetite of these voracious beasts. Investment skill and a cunning will to survive are what carries you through this jungle safely and, with some luck, profitably! So, if you're pre-

pared to test your brain in a taxing mental and financial challenge, try Wall Street Kid, SOFEL's new game for the Nintendo.

WALL STREET

pared to test your brain in a taxing mental and financial challenge, try Wall Street Kid, SOFEL's new game for the Nintendo.

Hold the Phone!

Brring brring! It was just another ordinary day when the shrill cry of the phone broke the silence of the Wall-street Kid's office. Without thinking twice, he picked it up, and before he could barely utter a "hello" he heard "Hi, I'm Larry the lawyer and I represent your late Uncle Benedict's estate. It seems you are his only surviving relative and you stand to inherit billions of dollars, but there is one small catch."

"You see, you must first prove that you are worthy of this inheritance by earning enough money, through the stock market, to buy back your multi-million dollar ancestral Castle in Europe."

"You'll get \$500,000 to begin your quest and your time is limited so, good luck, I'll check back with you later."

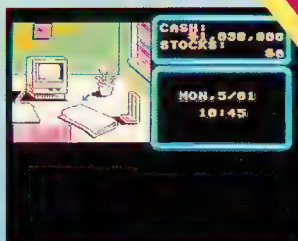
PROTIP: Every seven seconds is equal to 15 minutes in the Wall Street world, so keep an eye on how you spend your time.

Battle of the Big Bucks

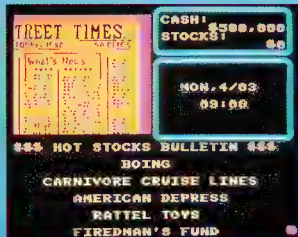
So, the jungle awaits you, and with \$500,000 in the bank, it's time to go on

Cash Only Please!

Before you can even think about buying the castle, you must first purchase a house priced somewhere in the range of one million dollars. You must purchase this house within the first 30 days or you'll automatically lose the game. To complicate matters even further, you must also take out a loan to help pay for the house. Remember, loans require collateral and Ruth, the ruthless banker, won't give you a loan



PROTIP: Keep an eye on the barometer (health monitor) and the flower pot in your office. If the barometer begins to turn black or the flowers begin to wilt, this means you're in danger of getting sick and/or getting dumped by Priscilla. To avoid this, get some exercise (at least once a week) and take Priscilla out on a date or two.



PROTIP: Take notes on the trends of information (hot stocks, interest rates, and news) in the financial section of the newspaper. They may come in handy when you're ready to play the market.



without it! Oh, by the way, you've got just 30 days to pay back your loan, with interest of course!



PROTIP: You must make a major purchase (such as a boat, a painting, or a car) each month. If you don't uphold these obligations, or are short of cash when a sale goes through, you'll automatically be considered unworthy and lose the game.

If Wall Street sounds a bit complicated, well, it is. But if you're up to playing with the big boys of the financial world and don't mind putting your thinking cap on, don't pass the buck on this one!

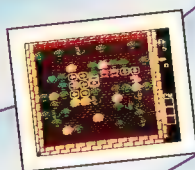
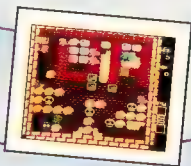
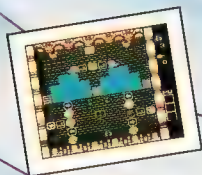
Wall Street Kid by SOFEL (\$49.95).

LOLO2



He's Back and Ready for Action!

Our hero Lolo has charmed, enchanted, and confounded puzzle-loving game players around the world with his unflinching courage and plucky persistence—and now he's off for his second quest! Join forces with Lolo and his faithful sidekick Lala for another journey full of puzzles and pitfalls. Praised by players, critics and educators alike, the Lolo series teaches logical thinking and patience without sacrificing the fun! Improved graphics, increased difficulty, and new tricks and techniques will keep you guessing through every fun-filled moment. A game for mental giants of all ages. *Available March, 1990.*



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Psycho Fox

By Brother Buzz

For centuries, the benevolent Fox spirits ruled the land from their Inari Shrines. But the Mad Fox cast chaos across the world! Now, the crazy canine and his strange creations are in control. The good foxes have ordered Psycho Fox to vanquish this mad menace. Guess who's about to get foxy?

Sly Moves

Psycho Fox for the Sega Master System is a one-player cart that takes you on a brain-draining quest. You journey through seven stages, three rounds each. Climb the clouds or jog down into dark chambers; there are always several possible paths to take. It's up to you to find the route that works best for you.

Enemies and traps abound, but Psycho Fox is up to the task. He packs a powerful punch and he can run, long jump, and high jump to escape trouble.



PROTIP: When you encounter a wide body of water that you can't jump over, just take a running start and skip across it.



PROTIP: The Monkey and the Fox can use flag poles to make great jumps.

Wise Cracks

Your path is strewn with eggs, which you crack open to reveal hidden surprises. Psycho Sticks transform you into one of three helpful creatures. The ghostly clones are 1-ups, which you have to catch before they disappear. The Straw Effigy destroys all enemies onscreen. Magic Medicine makes you temporarily invincible. Finally, you'll find Money Bags for more powers or lives. Watch out for enemies hiding in bad eggs!



PROTIP: Whenever you crack open an egg, stand to the right so you don't have to chase 1-up characters, who

scamper right when they emerge from eggs.

Animal Friends

Psycho Fox doesn't travel alone. Your closest (and most powerful) companion, Bird Fly, resides in some of the eggs. He perches on your shoulder, until you meet a bad guy. Press Button 1. Your fine-feathered friend flies out to bop him and returns to you. And Bird Fly is a life saver, too. If he's with you when a beastie nails you, he vanishes, but he takes the enemy with him (and you don't lose a life). Don't worry, crack the right egg and Birdie returns.

PROTIP: Use Bird Fly like a boomerang to bash enemies in hard-to-reach locations. Position Psycho Fox so that B.F. will hit your foe on his return flight and hit Button 1. Keep trying till you succeed.

Bird Fly's pretty cool, but the Psycho Sticks help you help yourself. Use the Sticks to become a monkey, a tiger, or a hippo. The monkey is an excellent jumper. The tiger is a speedy runner as well as a strong long jumper. The brawny hippo can bust through walls, but his bulk makes his other abilities suffer. Naturally, learning to choose the right animal for the job is key.



Bash through walls with the brawny hippo.

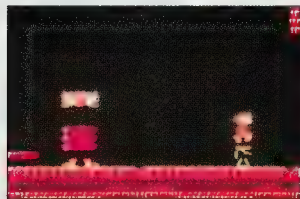
The Mad Fox and His Minions

You'll need all the help you can get because your foes wage a relentless attack. You'll face Red Hoppers, Hermit Crabs, Bad Bees, Animated Stone Warriors, Propeller Heads, and Skulking Skulls. They look cute, but looks can kill.

PROTIP: Psycho Fox can punch the bad-dies through obstacles. Pull up to a

barrier and press Button 1 to punch the beast on the other side.

At the end of each level, you square up against one of three boss monsters. Luckily, special tools appear to help you beat them. The segmented Mad Tumbler tries to ram you with his body parts. Use the air gun to knock his insides out. The mechanical Robo



Disassemble the Mad Tumbler.

Fly is a pesky villain, but bug spray bugs him. The Innocent is a four-legged thingie that's anything but. Hit it on the head. In the final showdown, the Mad Fox hurls lightning bolts at you, but you can fight back with a bomb launcher.

The Psycho World

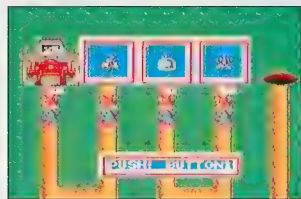
Psycho Fox battles the bad guys across seven colorful (and weird) landscapes. The Mystical Mountains are filled with scary stairways, luscious lakes, and sky islands. Skull Land features eerie totem poles, topped with skulls that crash down on you. More tricky stairs greet you in the Diabolical Desert. Wind Zone is a breezy place where sudden gusts of air either help you leap high into the sky or impale you on beds of needles. The Underground Passageway is a menacing pipe-filled maze. Ice Zone is a slippery place



Let these puffs of air blow you across. If you try to jump you're doomed.

where running is tough and fireballs heat up the action. Ride the Underground Cavern's steel ramps and escalators to terrible places. Here, too, all the other traps and obstacles await you.

At the end of each stage (after you defeat the boss), you enter the Amida lottery, a special bonus round, where you bet your Money Bags. You might



Try to win 1-Ups in the Amida Lottery.

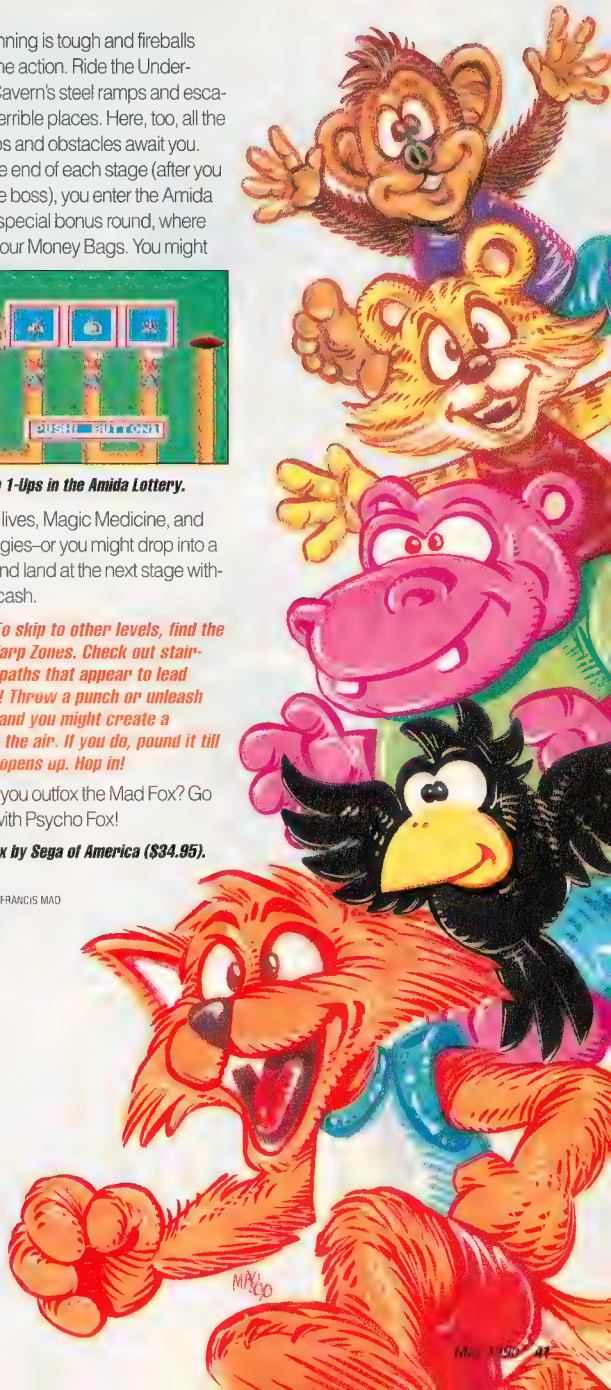
win extra lives, Magic Medicine, and Straw Effigies—or you might drop into a foxhole and land at the next stage without your cash.

PROTIP: To skip to other levels, find the hidden Warp Zones. Check out stairways or paths that appear to lead nowhere! Throw a punch or unleash Bird Fly, and you might create a "tear" in the air. If you do, pound it till the Zone opens up. Hop in!

Can you outfox the Mad Fox? Go psycho with Psycho Fox!

Psycho Fox by Sega of America (\$34.95).

ILLUSTRATION FRANCIS MAD



By C.A.T.

Oh no! Alex Kidd's father, King Thor, is missing and there's good news and bad news. The good news is that Alex knows who kidnapped his father—evil Ashra, the ruler of planet Paperock. The bad news is that Paperock is home to all kinds of ferocious creatures, large and small, that are intent on keeping Alex from rescuing his father. You know what comes next—it's non-stop adventure in this first 16-bit escapade for the famous Kidd.

Just Kidd-ing

As Alex, you must battle your way to Paperock's Sky Castle through eleven danger-filled rounds. Along the way,



Lie on your stomach to punch these scorpions.

use your powerful jumps and kicks to protect yourself and also to uncover hidden items and power ups. Break open treasure chests to find gold, Tokens, and 1-Ups.

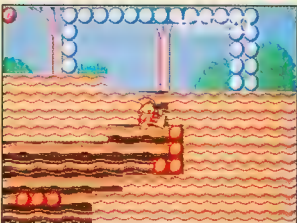
PROTIP: Sometimes you'll find 1-Ups in the black treasure chest—but watch out for chests that are booby-trapped with bombs.

Wind your way through the cobblestone streets of Rookietown, a pretty place where you'll have to avoid being run down by cars while airplanes dive-bomb from overhead. On the Prairie, dodge Prairie Dogs and watch out for Hedgehogs who curl into indestructible balls. Swim through the clear blue water of the Splashy Sea, but remember to come up for air and investigate

the rocks at the water's surface. Plod through the burning sands of the Scorpion Desert and search through the giant Pyramids.

PROTIP: Use the Pedicopter to fly high above the Pyramids for hidden treasures.

If you make it as far as the Hi Ho forest, you'll have to fight your way through the trees. Waiting for you on the other side of the forest is Tropics Town, sister city to Rookietown. The toughest part of your journey begins in the dangerous Rocky Mountain area, and your adventure concludes with the final showdown in Sky Castle.



PROTIP: In the different areas, such as Rookietown and the Prairie, try doing little jump-kicks on the ground. You may find that things are not as solid as they appear, and you can drop into secret underground rooms.

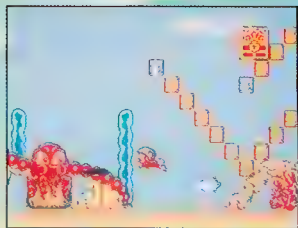
Paperock Predators

Watch for Ashra's creatures everywhere you go. They're out to get you and they'll stop at nothing. Rookietown and Tropics Town are populated by speeding cars and low-flying planes. On the Prairie, in addition to Prairie Dogs and Hedgehogs, you'll also have to contend with Crazy Condors. Underwater, strange creatures like the Pufferfish, Spinning Turtles, Starfish, and a large red Octopus attack you.

ALEX KIDD In the Enchanted Kingdom



ILLUSTRATION: MARK SAMUELS



PROTIP: Destroy the Octopus by blasting the ends of his tentacles.

The blazing sands of the Scorpion Desert are populated by Scorpions, Ant Lions, and Stalking Mummies. Bees, Masked Woodcutters, and Maniac Monkeys make sure the forest



Fly your Pedicopter past Manic Monkeys and "Jason-type" characters.

is no walk in the park. Besides more Scorpions and Condors, you'll also find mysterious Old Wizards in the Rocky Mountains. In the skies above the Sky Castle, Blimps attack, and the castle itself is guarded by Ashra's soldiers, Fire Ghosts, and other intimidating foes.

Rock, Scissors, Paper

In addition to your more mundane enemies, you'll also get to match wits with a series of different foes in a round or two of Janken! In each level you'll have several opportunities to enter a Janken house and try to beat the character there in a game of rock, scissors, paper to earn a special item. Items you can win include the Pedicopter (a powerful flying vehicle), the Pogo Stick (to help you jump



Alex "pogos" in the Sky Castle.

higher), and the Cape (to make yourself invincible for a short period of time). If these Jankens beat you, they just take your money. If you beat them, you get the prize! Other Janken matches are tougher—you won't be able to advance to the next level without winning them.



PROTIP: Your first "life or death" Janken match takes place in the Scorpion Desert where you'll meet the Queen of the Oasis when you punch and kick through the walls of the pyramids. Make sure to select the Token necklace BEFORE you go up against one of these tougher Jankens. The necklace reveals what your opponent is thinking!

The game lets you select your level of difficulty and continue when you've collected enough gold, ensuring that the adventure is entertaining for gamers of all levels. If you make it to the end, you'll match wits in the ultimate Janken challenge with Ashra himself—whose motto is "six hands are better than two." With 16-bits backing him up, Alex Kidd, always a popular video game hero, is bigger and better than ever. Here's looking at you, Kidd!

Alex Kidd in the Enchanted Castle by Sega of America (\$44.95).

the 19th Century, the East India Company changed from a trading company to a space station from which it controlled the Indian subcontinent. The company's mission was to change life in India, and the people. A few reformers were forced to ride out the horse of the mutiny, and the operation was handed over to the British. The planet created a new space, soldier-the Atomic Kid. It is a guide to the Atomic Kid in the 19th Century. In the Atomic Kid, the General will have a safe for the things a

As the Attack of the Killer Kid you have to battle the mutants in five different kinds of stages. In the horizontally



some of the same, blast past way were-
ways, and chances to catch a star and
end. More often than not, you'll have to



...off on a mutant monster
...dod in Maze Streets, you'll have
...and your way through a co
...labyrinth while monstrous
...to put you out of commiss
...You'll face the big boss

[illegible]

... by hook or by crook ...

PROTIP: Each area has a time limit. It's up to you whether or not to finish the area, boss or save or attempt the door. Depending on how much time is left you may want to skip the boss and head for the door!

To defeat the mutants you'll need to use
 all of your **brains** and **skills**.
 It's as **simple** as **1, 2, 3** and **difficult** as
1, 2, 3 and **4**. To **win**,
 you'll have to **watch** the **mutants** that **appear**
 when **you** use **different** **weapons**.
 When **you** use **the** **right** **one**, **you** can

PRO TIP: Watch for crystals when you blast the metal birds. Crystals also appear during battles with the big mutant bats.

Atto Rob



45

BONK!

By The Eliminator

At the dawn of time, Homo Sapiens (that's us) learned to use their heads to survive in the perilous prehistoric world. Now, Bonk's Adventure from NEC/Hudson Soft returns you to the Stone Age as Pithecanthropus Computerus (that's Bonk) where you learn to use your head, literally, all over again.

Neanderthal Moves

There's big trouble in this zany primitive land. The abominable King Drool has snatched the beautiful Princess Za. As Bonk, the hardheaded caveboy, you decide to save her.

But it's 10,000 B.C. and few weapons have been invented. So, to rescue the Princess, you'll bash your cranium against any beasts in your way. Miss your foes, however, and they'll send you into a coma, after you throw a bug-eyed, foaming-at-the-mouth fit. That costs you one life.

To keep your headaches to a minimum, here are some vital techniques

to jump and then hit Button II. This move is twice as powerful as a normal head-butt. To increase your jumping distance

**Bonk, the human cannonball.**

and hang time, tap Button II continuously after you jump. Plough into your enemies with this spin move and you'll really knock 'em out.

Creatures That Time Forgot

To complete your quest, you must bash prehistoric beasts on land, sea, and air.

Go head-to-whatever with snapping 'gators, near-sighted dinosaurs, eggshellheads, slimy leeches, and other creepy crawlies.

**Bonk's bite is worse than his bark.**

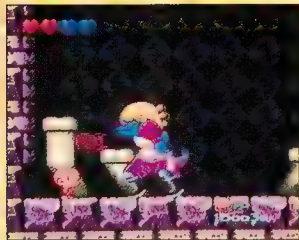
Use Bonk's powerful bite to scale walls and trees. Run and leap into them until Bonk chomps down. Now, press Button I rapidly to climb. To divebomb head-over-heels into your foes, push Button J



PHOTO: Sometimes you run up punts by butting a bad guy into the air, getting under him, and continuously bumping him to keep him there.

You also face the loony level bosses—Huey, Punchy Pedro, Gladdis, Kongo Zilla, and Tractorhead.

ADVENTURE



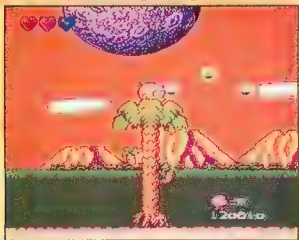
A big bad boss.

Now, you don't want to do them in; you just want to make friends. They've been hypnotized into thinking you're an enemy, so bump their heads until you break the spell.

PRO TIP: Bonk's Peden can lie meat and lie enemy, purchase your lightest dot. Dodge his blows and go for his head.

Prehistoric Pathways

Bonk's Adventure takes place across a fantastic primeval landscape. Head-butt your way through five circuitous levels (broken down into seven areas) that lead to soupy swamps, perilous waterfalls, parched deserts, and deadly tropical forests. Each area is a complex multi-leveled maze that taxes your brain, in more ways than one. Save the Princess at the end of the fifth level and you head to another planet to fight King Drool.



PRO TIP: The twinkle-footed flying trees help you grab more Smiley Faces.

Just headbut them in the right direction and climb aboard.

But before you go, search for four bonus stages, where you can earn awesome points towards extra lives. Bonk the walls till you find them. One stage features cliff climbing, where you try to climb as high as you can in 10 seconds. In the continuous spinning stage, you jump off a cliff and spin in the air as many times as possible by pressing Button II. Land on your feet or you



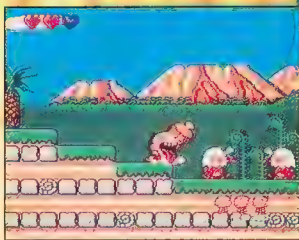
Bonk munches out.

lose. At the munching spree, you hop from flower to flower to gulp as much food as possible. Finally, a volcanic stage has you headbutting rocks which pop out of a volcano.

Bonk Want Food!

Bonk is a spirited, neolithic toddler with a voracious appetite. Satisfy his hunger pangs for points and power.

Eating fruits and vegetables racks up points towards extra lives. For a real mind-blowing, atomic experience, gobble up a chunk of meat. Small pieces of meat make Bonk's headbutts twice as powerful. Swallow a large hunk of meat or two small meats to render yourself invincible for ten seconds.



Power up with meat!

PRO TIP: Power up with one meat and you can also slam your head on the ground to freeze your enemies.

You can also increase your bonus points and vitality by collecting Smiley Faces, which periodically appear when you bash your enemies. Also, keep your eyes peeled for hearts. Three hearts equal one life.

An Early Flower Child

Just because you're on a quest, doesn't mean you can't stop and smell the flowers. In fact, squash 'em if you want to succeed. Pink Flowers relinquish fruit, veggies, and, sometimes, a heart. Yellow Flowers add spring to your jumps. Red Flowers hide meat. Rare Green Flowers reveal crystal hearts which you can fill up with energy.

PRO TIP: When you jump on the spring flowers, beware of the wicked flowers; they zap you.

Bonk's Adventure is a fanciful, wacky game that delivers hours of challenge, fun, and laughter. The graphics and the animation are great! And you'll enjoy Bonk, a good-natured little cave-dude who just wants to make friends. Don't be King Drool's blockhead; Bonk your way to victory.

Bonk's Adventure by NEC/Hudson Soft (\$54).

J.J. & Jeff

By Maid Marian

Two detectives are trying to hunt down the evil Boss Kara. Along the way they look for clues, coins, special power-ups, etc. Sound like just another video game? Well, you better have a seat. J.J. and Jeff, based on a bawdy Japanese title for the P.C. Engine called Kato and Ken, is like no cart you've ever seen!

When In Doubt, Kick

In this one-player title you become either J.J. or Jeff. You'll kick, jump, spray, and LAUGH your way through eight uproarious levels each with four stages.

Your journey takes you through strange towns (the only buildings are Rest Rooms), bizarre forests, creepy underground passages, and more. You'll need to get past all of the wacky obstacles by running, jumping, and sometimes using your handy dandy spray paint.

But the most important strategy is KICK EVERYTHING! Any fence post, tree trunk, street lamp, or sign can contain a vital item. You'll have to endure a few unpleasant surprises as well.

PROTIP: If you don't like what you get when you kick an object, try kicking it from the opposite side.

Special items you'll find include tasty snacks to power up your vitality, coins you can use for gambling, and even an occasional 1-Up!

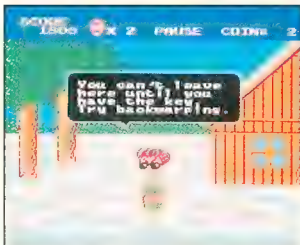
PROTIP: Keys are important items to snag. If you don't have a key when you need one, retrace your steps until you

find one. Keys are often found in garbage cans, but not always! For example, in Level 3-3 find the key by kicking the red arrow sign at the exit to the underground level.

PROTIP: Never jump on green springs unless you're missing your key. Green springs warp you backwards to an earlier area!

Open The Door For Your Mystery Date

Kick open each and every door you see. Inside, your buddy often waits with helpful clues as well as a boost for your vitality. Other secret rooms have slot



Get some helpful clues from your friend.

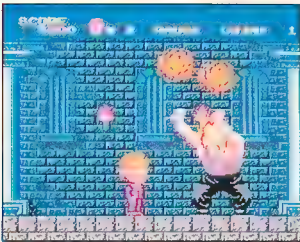
PROTIP: Hit three Cans on the slot machine to win 1-Ups. Bet five coins and you'll win five 1-Ups!

machines. Use your hard-earned coins to gamble for more money, increased maximum vitality, 1-Ups, and other surprises.

Some doors are only revealed by a well-aimed kick. When fountains or platforms appear, climb aboard. They can take you to other areas or, sometimes, special bonuses.

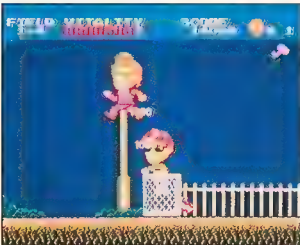
The Good, the Bad, and the Ugly

Every level is packed with a cast of enemy characters too numerous to describe. The villainous highlights include a flock of attacking birds called Poopatrosses (watch out for their nasty little "bombs"), Furspurs who drop from the trees, pesky barking dogs, the marauding Pizzano family, and a bout with Boss Kara at the end of each level.



Dodge the Boulders tossed by the boss.

And you never know when your buddy is going to turn up to help—or hinder—your efforts to find the boss. Try different techniques to rid yourself of these pesky foes.



PROTIP: When your buddy tosses cans, jump on them for big points.

PROTIP: Bomb the dragons that pop up in underground levels by blasting them with your spray can.

Despite the fact that some of the more gross humorous touches have been removed during the porting over process, J.J. and Jeff is an unusual and entertaining adventure with plenty of challenge for even advanced gamers. Just remember to stop at every Rest Room—when you gotta' go you gotta' go!

J.J. and Jeff by Hudson Soft/NEC (\$39).

DYNOWARZ™

THE DESTRUCTION OF SPONDYLUS



**Power the Mighty Robot Dinosaur, Cyborasaurus
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Ninja Golf

By Hobbs

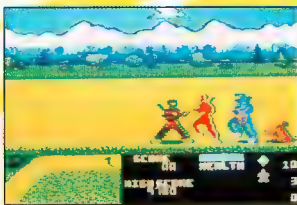
Sweat pours down your temples as you wait in agonizing anticipation for your master. Much time passes, but at last he arrives. Now, with great patience, you listen as he tells you of your final and most difficult task: "After years of fierce and relentless training, you are but one step away from becoming a master Ninja. Ah yes, Ninja, a word synonymous with stealth, honor, secrecy, bogie, par, hole-in-one." (Wait a minute, has the master lost his marbles?)

"No, I am not crazy as you are thinking. It is tradition that as your final and most difficult test, you must play the game of death, nine holes of Ninja Golf."

So, now you must take on the challenge of Ninja Golf for the Atari 7800, prepare yourself for a nightmare on the green.

A Day On The Green

Whether it be in the easy, normal, hard, or kamikaze level, you've got to play a pretty mean game of golf if you want to preserve your honor (you'll also earn points for great shots). However, with just ten throwing stars and two extra lives, don't be wasting time admiring your hooks and slices. Between strokes, you must fight off giant frogs, dirt-slinging gophers, snakes, and evil Ninja foes, just to name a few.



PROTIP: To avoid losing energy from the gopher's dirt clods, jump over them as they're flying at you. Then, when you get close enough, jump over his head, spin around, and kick him.

Fore!

When it's time to show off that awesome swing, watch the golf window located in the lower left-hand corner of the screen. You can control the direction you want to hit the ball with the joystick. You can also control where you want the ball to land by taking your swing when the shooting white ball in the golf window reaches the point you desire. Careful! Take a bad shot and your ball may end up in the forest or, even worse, in a shark-infested pond!

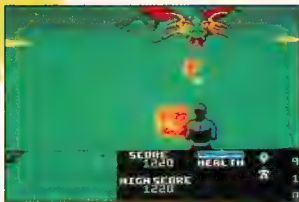
PROTIP: Avoid ponds and forests. It may cost you a few extra strokes, but in the long run it pays off as the green is a far safer place to be.

When The Chips Are Down

If you're taking a pretty good beating, all is not lost as there are plenty of helpful hidden items you can pick up along the way. Find the right tokens and you may gain an extra life, revitalize your health, or even get teleported to the next green!



PROTIP: When you're under water and the sharks start swimming towards you, it's best to kill the upper one with a blow to the snout, and then jump over the lower one.



PROTIP: When you're fighting the dragon (disguised master Ninja) at the end of each hole, it's most effective to remain in the center of the screen as you dodge his fireballs.

Just when you thought you'd seen it all, along comes Ninja Golf. No, it's not your typical mission, but that shouldn't tee you off because you're tough, and more importantly you're a Ninja! So strap on your golf bag and get ready to putt your best foot forward.

Ninja Golf by Atari (34.95).

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by Bondwell

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* N for Nintendo Entertainment System and F for Sega, Atari, Amstrad and Commodore game systems

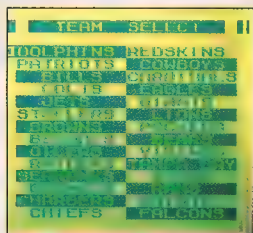
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NFL FOOTBALL

By Gideon

Sure it's only May and the NFL superstars aren't going to hit the gridiron for another couple of months. But why should that stop you from enjoying bone-crunching, smash 'em-up football action? Now you can do just that whenever and wherever you want to with Konami's NFL Football for the GameBoy!

NFL Football features a highly detailed screen including all 22 players on both sides of the line of scrimmage. You even have a referee that scoots into the action at the end of each play to spot the ball or call a touchdown. The field is set vertically so you move your team up and down the screen to the goal lines. This gives you a birds-eye view of the action and helps you keep track of just where everyone is on the field.



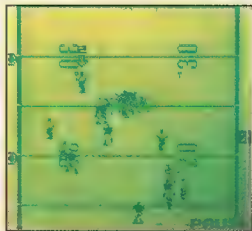
You have your choice of all 28 NFL teams.

Choose from 28 NFL teams, and play against the computer or with the Video Linkup and a buddy. Just as in real life, each team has its own strengths and weaknesses. You'll have to put each team through their paces in order to find the team that's perfect for your gameplan.



Detailed offensive plays await you.

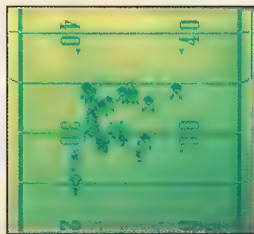
The best part of this game is that it allows you to be both the head coach and a player. As head coach you choose from among six offensive plays, including Slot T, Shot Gun and I Formation, and seven defensive plays including Blitzes, Zone, and a last ditch Goal Line Stand. Once you've chosen your play zoom down to the playing field and control the actions of the quarterback and the receiver on the offense, and the defensive player of choice on the defense.



PROTIP: Open receivers often give themselves away by waving their hands to the quarterback.

PROTIP: As quarterback, don't drop back too far after a hike or you'll lose sight of your receivers.

You've got your work cut out for you since the action is just as nerve-wracking as a real NFL game. As quarterback, duck blitzing linebackers and make sure you pick the correct open receiver to pass to—or suffer an embarrassing interception! As receiver, evade pursuing cornerbacks and make sure that your route crosses the path of the oncoming pass. On defense, you have the unenviable task of immediately recognizing the offensive formation and choosing the right defensive man to control before the ball's snapped.



PROTIP: It's often best to have the quarterback run the ball himself if the defense has all the receivers covered. Don't risk forcing the ball to a receiver and cause an interception.

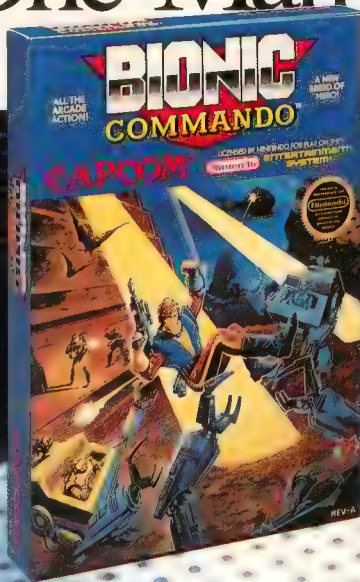
PROTIP: As receiver, remember that you have to come back to a pass. The pass won't automatically come to you.

The action is fast and hot. It takes the sharpest wit and quickest reflexes to defeat the NFL's best. So slap on your shoulder pads and strap on your helmet. It's show time!

NFL Football by Konami (\$24.95).

Bionic Commando.

Experience the Power of a One-Man Army.



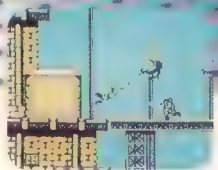
Get set for rapid fire action as you're transformed into the Bionic Commando. This best-seller from Capcom is a dynamic adaptation of the original arcade classic.

Expect an onslaught of challenges and extraordinary graphics when you battle enemy forces in their futuristic lands. Your powerful extending bionic arm and incredible arsenal of weapons gives you all you need to become an unstoppable one-man army.

To the most daring soldiers, this might

seem an impossible test, but they've never experienced the power of Bionic Commando!

- Bionic arm extends, providing unbelievable power and strength.
- Earn the weapons necessary to battle enemy forces.
- Bionic Commando offers some of the best high resolution graphics available.
- This is a challenge for even the best video game players!



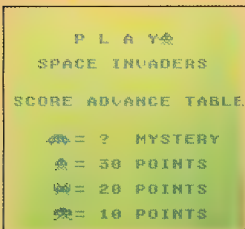
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SPACE INVADERS

By Andromeda

They're back! Earthlings everywhere are on the alert for the reappearance of the most famous, or infamous, alien attackers of all time—the Space Invaders! That's right, Taito is reintroducing this classic game for a new format—the Game Boy.



They're back!

A Classic Invasion

Prepare to meet again or encounter for the first time, the addicting action of Space Invaders. Your task is simple—stop waves of advancing alien intruders before they stop you. The aliens aren't particularly clever or evasive. They just swing back and forth across the screen in columns, edging ever lower towards you. Those of you uninitiated in Space Invader lore may think this game is a snap. You're wrong! As the columns of invaders drop lower, they move more and more quickly. At the same time the pulse of their engines gets faster and faster, sounding like a train picking up speed. As you frantically try to blast pesky aliens, your palms grow sweaty, your mouth goes dry, and before you know it you're blown to smithereens.

Alien Cannon Fodder

In a one-player game, you must clear 50 levels of alien invaders to win. Your only defense against the outer space marauders is your laser cannon. Clear



PROTIP: Once you've fired your cannon, it won't fire again until your shot reaches the top of the screen. Don't waste your fire—you'll lose time as the aliens edge closer to the bottom of the screen! Aim carefully and make each shot count.

each level by blasting each and every alien invader.



PROTIP: Every pro has his own strategy for beating the Space Invaders. Some like to pick off entire columns of aliens along the sides, moving towards the middle. Others like to blast the bottom rows of aliens and move up. Try both approaches, and others, to see what works for you.

You've got three laser cannons to blast the aliens with. You'll earn an extra cannon every 1500 points. Score points by disintegrating aliens. Earn extra points and bonuses by knocking the flying saucers that cruise across the top of the screen out of the sky.

Dueling Invaders

Space Invaders for two via the Video Link has some interesting variations. You control the flying saucer that zooms across your opponent's skies. Fire your laser cannon to blast alien invaders while also firing the saucer's guns at your opponent! Beat your opponent by finishing off five consecutive screens of aliens or destroying your opponent's flying saucers.



PROTIP: Blast a row or a column of five alien invaders and they'll appear on your opponent's screen!

If you're quick enough, the aliens will reach the bottom of your opponent's screen first, and your invasion will succeed. Space Invaders may be a blast from the past, but it's well suited to the Game Boy format and as addicting as ever!

Space Invaders by Taito (\$24.95).

INVADERS

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GAUNTLET

The Third Encounter

By Gideon

The mazes are back!! Forty treacherous new levels await you and up to three other friends in Gauntlet—The Third Encounter for the Atari Lynx. You've only got your weapon and a lot of guts standing between you and a horde of ghouly nasties, including: spiders, ghosts, giant frogs, walking cacti, scorpions, and even land sharks!

In this game, you're on a quest to find the magical Star Gem that fell from the skies and landed somewhere in the depths of an eerie castle on a nearby mountain. You and your allies must venture through endless winding passages in order to find the hidden doorway to the next level. If you're brave enough and smart enough, you just might fight your way to the last level where the Star Gem is hidden.

Unlike the previous Gauntlet, this game offers a wide variety of new characters for you to choose from. You have your choice of: an Android, an Amazon, a Gunfighter, a Wizard, a Pirate, a Punk-



New characters await you in Gauntlet—The Third Encounter.

rocker, a Samurai, or even a Nerd! Each character differs in his Speed, Strength, Weapons, and Missile levels. Some characters are faster than others but are

not as durable when taking hits from monsters. You'll have to put each character through his paces in order to find out which one is perfect for you.

There are a lot of useful items scattered about the mazes that really help you in your travels. Most importantly are apples that increase your life ratings and keys that open the many doors that block your way. There are a variety of ancient scrolls that can revive you when you die, make you invisible from your enemies, increase your life ratings, and repel all enemies from you for a couple of moments, among other things.

Located on each level is a computer terminal that displays vital messages or allows you to purchase valuable items for your inventory.



The computer sometimes offers valuable tips and information.



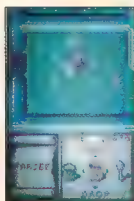
PROTIP: When you fight off enemies, it's best to position yourself in a corner so they can't come up from behind you.

PROTIP: Use your food items as soon as you get them in order to keep space open in your inventory.

Gauntlet—The Third Encounter is radically different from other Lynx games because it features a 90 degree game view to take advantage of the full length of the screen. To play, you have to flip the Lynx on end and hold it upright. The main screen gives you an overhead perspective of the action, and a smaller window at the bottom of the screen provides a first-person perspective that enables you to see things that lie directly ahead of you just off the edges of the overhead screen. At first, it's a little awkward to operate the unit at an upright angle, but it's easy to get used to and soon you'll be blasting away!



PROTIP: Watch out for giant frogs that can jump over walls and other obstacles to get at you!



PROTIP: Drop an object from your inventory to block off passageways. This will help keep nasties away from you as explore each chamber.

PROTIP: Drop gold coin bags first if you ever need space in your inventory. There are more gold coin bags than anything else in the mazes.

PROTIP: Shoot at all the walls and obstacles, some just might blow away to give you easy shortcuts through the mazes.

Gauntlet—The Third Encounter is more than a sharp sequel to the original Gauntlet. The choice of extra characters, complex mazes, new nasty villains, and the ability to play it anywhere you go, puts it in a class by itself!

Gauntlet—The Third Encounter by Atari (\$39.95).

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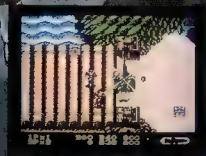
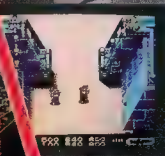
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carefully hidden in a heavily guarded armory. What you have to do is get in, find and assemble **HEAVY BARREL**, then do what any red-blooded American would do when faced with the end of the world. But hurry. The clock is ticking. The terrorists are ticked off. And you've got a job to do. **HEAVY BARREL**. It blew you away in the arcades. And now Data East is bringing this arsenal of action home.



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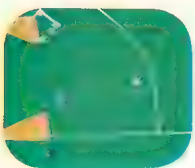


Dream Season.

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In this game, you control it all, and much more. With special biorhythm/conditioning charts that give you the vital information you need to set your lineup. So you know when to pull a tiring starter. Or go to the bench for a hot pinch hitter.

It all adds up to a dream season for every game player who likes to use his head as well as his hands. So get into "Bases Loaded II: Second Season." At your favorite video game store now.



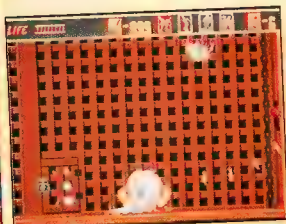
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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Revenge of Shinobi (Genesis)



Keep Naoko From Being Crushed

While you're busy killing the final boss, Neo Zeed, in *Revenge of Shinobi*, Naoko gets squashed by a slowly lowered cement slab. Prevent Naoko from being crushed by jamming the gear mechanism of the slab. Do this by using the Fushin spell in combination with your flipping jumps. Position yourself near the right wall and flip up, so you're almost off the top of the screen. On your way down toss shurikens. Some will hit Zeed and some will go into the gear mechanism of the slab to jam it. You'll know your hitting it because you'll hear the sound of creaking wood. You have to keep doing this because the slab begins to move again after two or three seconds, but you'll have enough time to kill Zeed and rescue Naoko.

The Pro, A.J.F.

Demon Sword (Nintendo)

Codes for Each Level



1-2
BYY JQ! JER
DT+ F* A YD



2-1
CAQ MKE LNE
K?N YEA ID



2-2
TFE GBN AK?
AIJ GAD ED

Golden Axe (Genesis)

Start With 15 Men!

For a one player game (which gets nine men continuing) you can get 15 men. Simply push two players and kill one man right away. Now you have three men plus four credits left, for a total of 15 men!

D. Bechthold, Strathmore, Canada



3-1
UFE KCN AE ■
AFB ZWD QD



3-2
FOF CBF BHB
LLQ ALF QD



4-1
WOF SCF B ■ A
XK- AOH ME

Tony Ceccarelli, Valparaiso, IN

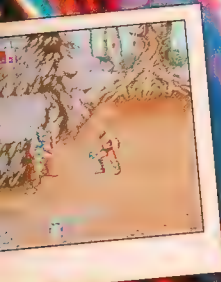
Alex Kidd In High Tech World (Sega)

Password

Here is a password that lets you start outside of the house!

LgqXsRtMSa

Andrew McFarlane, Winnipeg, Canada



Blazing Lasers (TurboGrafx)



Unlimited Continues

When the title screen appears press Select and then Run, and continue to hold both buttons down until the game starts. When your first game is over you'll discover that you have 30 continues. Now instead of pressing Run right away press Select two times, moving the indicator to Game Over and then back to Continue. Now press Select and then Run, and continue to hold them both down until the game starts. You now have unlimited continues! The number of continues will always read 30.

Paul Kissez, Ozark, Missouri

Afterburner (Nintendo)

Reverse Mode

To enter the Reverse Mode hold down A and B on Controller 2 and press Start on Controller 1.

David Garrett and David Powell

Quartet (Sega)

Locations Of Missiles

First Level:

When you get to the boss drop your jet pack (if any) by letting the boss hit you once. Then crawl under the platform that the boss lands on and start firing. After firing a few shots a missile appears which increases your power level.

Second Level: Surface World

Go to the first Maback creature you see, jump up, and shoot him a few times. Sooner or later a missile appears that makes the aliens seem harmless.

Second Level: Under World

You'll find a missile that increases your power level beside the Star-Power.

Third Level: Surface World

When you get to the place that separates you from the boss creature shoot at the lowest cluster of balls that are jutting out from the wall. You'll notice that the balls won't disappear with one shot. Keep shooting and soon a missile appears that makes the aliens seem harmless.

Third Level: Under World

After crossing the first chasm shoot the ChimeChime creature that is on the platform, get the Point-Ball and fly over the platform. You'll see a missile that increases your power level appear. Lose your jetpack and crawl and get the missile.

Fourth Level: Surface World

After destroying the Abukutsu creatures go to the right of the platform that the Hodate creature is on. Start shooting at the platform and after a while a missile that increases your power level appears.

Sixth Level: Surface World

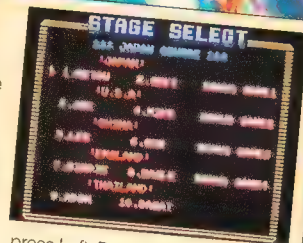
Go past the Sylme and Amappo creatures, grab the jet pack, and keep on flying forward until things that look like screws with nuts on them appear on the upper half of the screen. Fly straight up to them and shoot at each one of them until you find one that your bullets won't go through. Start shooting at that and after a few shots a missile appears that increases your power level.

Michael Sharma, Utica, MI

Fighting Streets (TurboGrafx)

Tons of Tips

To get seven credits qualify anywhere on the scoreboard and enter the initials ".HU." Then at the beginning of the title screen hold Left, and Buttons I and II simultaneously while rapidly pressing Select until the player selection appears. To have seven credits and special moves enter the initials ".LK" and then perform the same trick. Finally, get a high score that takes first place, enter the initials ".SD", and during the title screen



press Left, Buttons I and II, and Select. Keep pressing the Select button, pick a country, and the stage select screen appears.

The Eliminator

Ghouls N' Ghosts (Genesis)

Grab The Keys

At the conclusion of each stage you can grab the key and see the sign "Nice Catch!" To get the comment have the key on your left side, stand close to it but not too close, and jump toward the left. Timing is crucial. If you grab the key just when you start to jump you should see the sign along with a Bonus 5,000.

George Sun, Chatsworth, CA

Ghouls N' Ghosts (Genesis)



Climb The Mystery Ladder

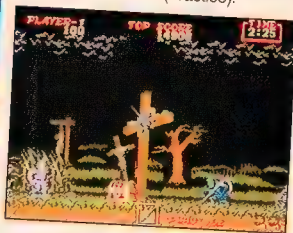
See something wrong? Of course! You can achieve this on the second ladder of Level One. Stand in the center, jump straight up, and twist the direction button continuously Left and Right. Then move up!

George Sun, Chatsworth, CA

Ghouls N' Ghosts (Genesis)

Getting Extra Chests

There are many hidden chests in Ghouls N' Ghosts. Here's how to find those that are hidden in Level 1 (Practice).



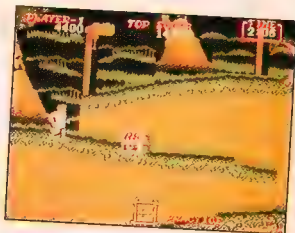
At the very beginning of the Execution Place go to the extreme left and jump. A chest will appear and it is a Magician. Open the second treasure chest and get the Silver or Magic Armor.



Half way through the Execution Place climb onto the second floor. At the very edge, near the Tree of Death, jump off. Don't open the chest you find yet because if you do you might be stuck with whatever weapon faces you. Stand on the chest and jump over the guillotine. Destroy all of the vultures and go back to the chest. If you like the weapon given, take it!



On the Floating Island On the Lake a chest appears if you jump around the left side of the second tree with leaves on it. It appears on the left side of the screen. If you find it watch out for the hurricanes and prepare for a Magician.



Jump to the second level of the Island and go left. Jump around the space in between the tree and the post. Another chest appears.



At the very top of the island go to the left. Once done, a chest appears.

George Sun, Chatsworth, CA

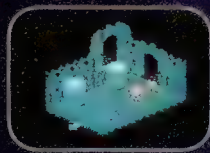
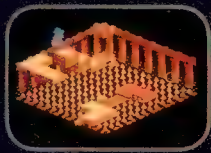
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Nintendo Power™—March/April 1990



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Ghouls N' Ghosts (Genesis)

Level Select

To start from any level of Ghouls N' Ghosts press the directional button Up, Down, Left, and then Right during the title screen. After this do one of the following procedures to reach your desired level. You may have to try this several times to get it to work.

Level 1

The Execution Place—Push Start.
The Floating Island On the Lake—Push A and Start simultaneously.

Level 2

The Village of Decay—Push Up, B, and Start simultaneously.
Town of Fire—Push Up, A, and Start simultaneously.

Level 3

Baron Rankle's Tower—Push Down, B, and Start simultaneously.
Horrible Faced Mountain—Push Down, A, and Start simultaneously.

Level 4

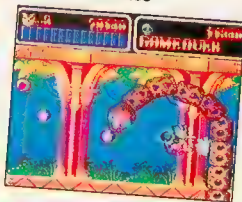
The Crystal Forest—Push Left, B, and Start simultaneously.
The Ice Slopes—Push Left, A, and Start simultaneously.

Level 5

Beginning of Castle—Push Right, B, and Start simultaneously.
Second Half of Castle—Push Right, B, and Start simultaneously.
Loki—Push Down/Right, A, and Start simultaneously.

Chaz Childs, Sarasota, FL

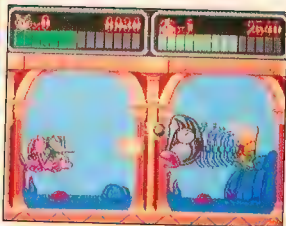
Monster Lair (TurboGrafx) Unlimited Continues



To receive unlimited continues in Monster Lair hold down Select when you enter your initials on the scoreboard. Enter "68K" while still holding Select. Release the Select button when your name has been saved and the title screen appears. Your next game will have an unlimited supply of continues.

B.A.J.

Monster Lair (TurboGrafx)



Two Players Into One!

Have double firepower while controlling two players with one pad!! Do the following:

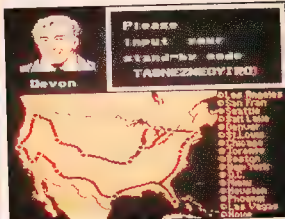
- Connect five-player Turbo Tap.
- Have one controller in port two.
- Turn on your system.
- Select two players.
- Once the game begins, pause.
- Remove the five-player Turbo Tap.
- Plug a single pad or joystick into the system.
- Unpause, and try overlapping the two.
- Now you have double firepower!

The Eliminator

Knight Rider (Nintendo)

Passwords

Try these Knight Rider codes! Your best bet is to choose missiles for your extra weapon with the last code.



TAGNEZMECYIPD—To Toronto



QJCRHYIEYIPD—To Washington D.C.



NEMRJIIEGWIRD—To Phoenix

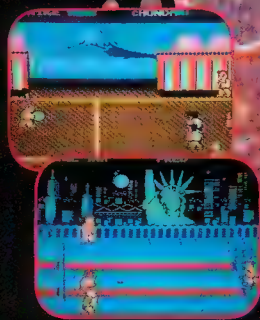
Darryll Compton, Indianapolis, IN

CSG IMAGESOFT INC.

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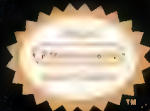
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GP

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Duck Tales (Nintendo)

Bonus Stage

To reach the Bonus Stage look for Launchpad when you have a seven in the ten thousands place in your score. On the way back to Duckburg Launchpad will drop you in the Bonus Stage.

David Velez, Greensboro, NC

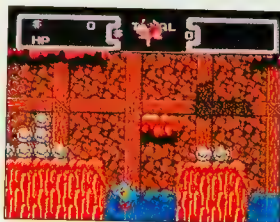
Choplifter (Sega)

Increase Your Hostages Running Speed With Superman!?

Just past the first barracks in Choplifter is a dome that opens and closes to release air mines. Hold your helicopter at a steady speed and shoot at least nine air mines in a row. If you do this Superman appears and flies to the top of the screen. You can't do anything to him, but he almost doubles the speed of your hostages. You can repeat this procedure until all of your hostages are so fast that can get into the helicopter before a tank comes. The extra speed continues until you pass a level or lose a life.

Jeff Koeman, Valparaiso, IN

Duck Tales (Nintendo)



Avoid the Water in the African Mines

To avoid the water climb all the way down the ropes as usual. When you reach the water jump on the first monster to reach the next piece of land. You'll notice that on the edge of this land you can jump higher than in the center. Now, using your

Pogo Jump, jump up and move to the right. You'll avoid the rest of the water!

Dave Higgins, Lagrangeville, NY



(Try this same procedure anywhere you can jump up high enough. Jump up here, move to the left and go up the rope! - Ed.)

Duck Tales (Nintendo)

Onward and Downward

In the Himalayas, instead of going down the first rope keep going straight ahead. When you have gone as far as you can go, step down into the dip in the snow. You'll find that the ground is not solid and that you'll fall through the floor. Here you'll find two treasure chests. Once you've grabbed the money go to the other side of the rope and jump around (without the pogo jump) and a 1-Up will appear. Get it, and climb down the rope. You'll find that



Launchpad is waiting for you. Ask him to take you back to Duckburg so you can stash your cash.

Fredrik Lidskog, Concord, MA

Pac-Land (TurboGrafx)



Level Select, Sound Test, and Extra Lives!

Hold down Buttons I and II, then press Run. You'll see a giant Pac-Man on the screen. Continue to press Buttons I and II and press Run again. You're now in the Game Options screen. Here you can select the number of lives you want, or put the skip to the On po-

sition so you can begin at higher than Trip 5. Next, press Run again and you'll be in the Sound Test Mode. Press Buttons I and II to select different music and sound effects. Press Run again and you'll see the title screen. Press Run one more time and you'll see the word Skip 1 on the screen. Now, press Buttons I and II until you find the level you want to start on, and then press Run. If you beat Round 32 you'll see the first game ending, and then begin on the second quest where the game is much more difficult.

The Pro, A.J.F.

"YOU STAND AT THE EDGE OF A DEEP CHASM. FROM THE DARKNESS BELOW RISE THE SCREAMS OF THE UNDEAD!"

Can you outwit and overcome the thoroughly-evil Warlock Lord? His mysterious spell holds Castle Shadowgate captive. Dozens of hidden pitfalls and nasty entities lurk in every corner.

Probe along menacing stone corridors looking for hidden passageways. Discover mysterious artifacts in dark chambers. Clues are there for those bold enough, and wise enough. **Torches, Keys, Gemstones**

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Shadowgate



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Twin Cobra (Nintendo)

Unlimited Free Men

Grab unlimited 1-Ups and shoot your score through the stratosphere by storing your super bombs until you've got nine. Once your reserves are filled you can bomb ground targets and expose 1-Ups instead of invincibility and bonus point stars!

Cliff Wilson, Holland Patent, NY

Teenage Mutant Ninja Turtles (Nintendo)

Unlimited Pizza Tricks

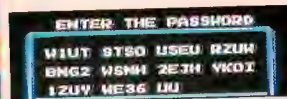
Check out these areas to get maximum pizza with minimum risk! Just at the exit to the first sewer area there is a slice of pizza. Take the pizza and then exit the sewer. Now, go back down the exit and you'll find more pizza! Simply destroy the Foot Clan Foot Solider (by not moving from the ladder) and take the slice. You can do this an unlimited number of times—and power up all of your turtles! Try this same trick in the sewer just before the area where April is being held captive.

Charlie T. Aslan

Magic of Scheherazade (Nintendo)

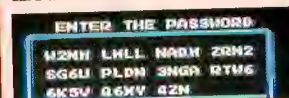
Passwords to the Demons

Here are the last codes before the Demon on each world:



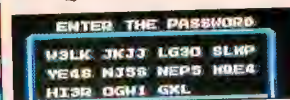
World 1:

W1UT STSO U5EU RZUH
BNG2 WSNH 2EJH YK0I
1ZUY WE36 UU



World 2:

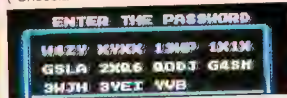
W2NM LMLL NAQM ZRN2
SG6U PLDN 3NGA RTW6
6K5V Q6XY 4ZN



World 3:

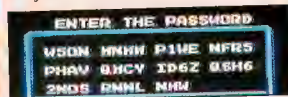
W3LK JKJJ LG3O SLMP
Ye4S NJ5S NEP5 MQE4
H13R OGWI GXL

("Chocola" is the word for the Cimaron Fruit)



World 4:

W4ZY XYXX 13WP 1X1X
GS4L 2XQ6 QODJ G4SM
3WJH 3VEI YVB



World 5:

W5ON MNMM P1WE NFR5
PHAV QMCY ID6Z QSH6
2NOS RNNL NMW

(Coronya is not with you anymore so you have to remember where to use the "Oprin.")

Cindy Taylor, Spokane, WA

Tommy Lasorda Baseball (Genesis)

The Ultimate World Series Passwords!

Here's a code that gives you an incredible range of World Series options!

H _ flmnjia VXhLQZPqBCVA
A B

Select your team by putting one of the following in Blank A :

- D (Detroit)
- E (Toronto)
- F (Milwaukee)
- G (New York Yankees)
- H (Boston)
- I (Baltimore)
- J (Cleveland)
- K (Minnesota)
- L (Kansas City)
- M (Oakland)
- N (Seattle)
- O (Chicago White Sox)
- P (California)
- Q (Texas)
- R (St. Louis)
- S (New York Mets)
- T (Montreal)
- U (Philadelphia)
- V (Pittsburgh)
- W (Chicago Cubs)
- X (San Francisco)
- Y (Cincinnati)
- Z (Houston)
- a (Los Angeles)
- b (Atlanta)
- c (San Diego)

* Milwaukee, Minnesota, Philadelphia, and Houston must be played versus one of the following teams: Milwaukee, Philadelphia, Baltimore, San Francisco, Kansas City, Los Angeles, Chicago White Sox, or St. Louis.

Use Blank B to select your opponent by putting one letter higher in the alphabet than the team's regular letter. For example, Detroit is "D," so if you wished to have Detroit as your opponent you would put "E" in blank B. Oakland is "M." To play Oakland enter "N" in blank B.

Matt and Ben Ritchey, Wilmington, DE

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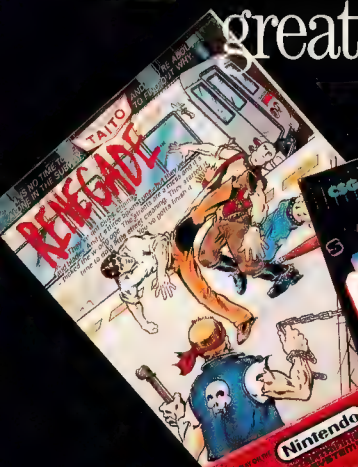
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THE EMBASSY MISSION

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for cash and prizes that let you upgrade or repair your truck between events—as well as afford the pricey Championship Race entry fee. So why would anybody want to drive around this silly looking truck? Because it's fun!

Master Chu and the Drunkard Hu (Color Dreams)

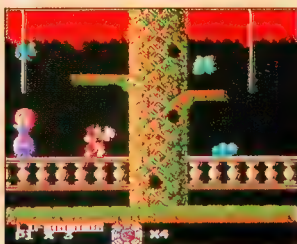


Nintendo

BigFoot (Acclaim)



Why would anybody want to drive around a silly-looking 4 x 4 pick up truck with giant wheels? Well, BigFoot plays off of the monster truck phenomenon, in a series of five competitive events. The game includes split screen graphics for two-player competition, vertical and horizontal scrolling screens, and a dashboard that enables you to track your MPH, RPM's, fuel level, engine temperature, vehicle damage, and more. Once the action begins you go head-to-head with a friend or the computer in events that take place from coast to coast. Your route takes you through treacherous terrains, including narrow bridges, deep mud pits, white water rapids, and harrowing winding roads. The events themselves include the Car Crush, the Mud Race, the Hill Climb, the Tractor Pull, and the infamous Oyster Bay Championship Drag Race. Compete



It's long ago and far away in a mythical land somewhere in the Far East. The Siamese-Twin Shiva, God of Destruction, is on the move and has cursed your village with some pretty gruesome evil spirits. Your good old buddy, Master Hu, is depressed because he hasn't been able to run the spirits out of town and has taken to the bottle. To save your village, and your friend Hu, you're going to set out to search through evil palaces and temples to find and destroy Shiva's four-armed incarnation. In a two-player game you can take Hu along for the ride. It might perk up his spirits. Along the way you'll have to collect special items such as the Flaming Key of Freedom, the Scrolls of Knowledge, and Living Ginseng. You'll have to complete ten worlds, each with nasty spirit bosses, before you come face to face with Shiva himself. It's a tough job but somebody's got to do it!

Metal Fighter (Color Dreams)

Blast into outer space to clash with an evil alien enemy army. The aliens are intent on wiping out all of civilization on

the Planet H17! Yipes! That's your planet. However, you, MCS-920 (a robotic creature), have been off on a little jaunt through time and space—three centuries worth of intergalactic missions to be exact. You return to discover your planet is infested with aliens. Your own civilization has been driven underground or turned into bionic mutants. You've got to battle the aliens, steal their weapons, and at the same time fend off the mutants. From barren landscapes and colorful coral reefs to ancient abandoned cities, it's one long, hard battle. Whoever said "There's no place like home," was wrong!

Heroes of the Lance (FCI)



Dungeon and Dragon fans everywhere rejoice! FCI is bringing you the first official Dungeons and Dragons game for the NES. Heroes of the Lance is an action game based on the Dragons of Despair. In this mythic adventure, you take control of eight fantasy characters. From the warrior to the dwarf, each of your characters has dif-



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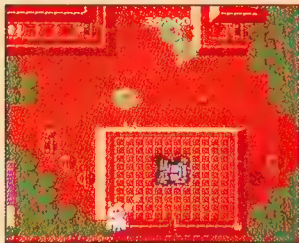
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ferent skills and attributes. You and your brave companions set out in search of the Disks of Mishakal knowing your success or failure may determine the fate of the entire world of Krynn. During your journey you'll have strange and magical encounters with dragons, dwarves, and other mythical monsters. To defend yourself you'll have magic, an arsenal of weapons, and all of the smarts you can muster. This game, the first in a long-awaited series based on the Dungeon and Dragon computer titles, is a must for fantasy adventure fans everywhere.

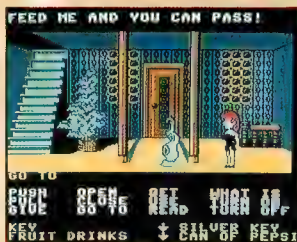
Starship Hector (Hudson Soft)



The Starship Hector has just returned from an exploratory mission thousands of light years into deep space. The crew missed a lot of things about Earth—luckily, they missed the Fourth World War! Now, the Earth is a devastated planet overrun by gruesome Bio-Mechanical creatures. Looks like you'll have to start to re-build civilization from scratch, but, first, you must get rid of the Bio-Mechanicals! This futuristic shoot-em-up features blazing vertical and horizontal action as the Hector fights its way through six Bio-Mechanical empires. The Bio-Mechanicals are a disease infecting the Earth. The Hector's Sparkle Gun and Crater Bombs are the cure. You'll face 35 types of bio-monsters and six formidable boss creatures. Complete a stage and you'll earn valuable points towards extra

lives. Also, find the bonus panels to help you continue your vendetta. Starship Hector's non-stop action will really blister your trigger finger.

Maniac Mansion (Jaleco)



Why is there a chainsaw in the kitchen? And a nuclear reactor in the basement? And disembodied tentacles hopping around? And why does that peculiar doctor keep going, "Heh, heh, heh..."? To answer this and other equally weird and wacky questions, you'll have to enter Maniac Mansion for adventure/role play that's out of this world! This monster computer title is coming to the NES via a joint venture between Jaleco and Lucasfilm. What this all means is that you can expect a gaming experience not quite like any you've had before. It all starts when a meteor crashes into Earth and strange things start to happen at Dr. Fred's old mansion. Now Dave and his friends have got to solve the mystery, and you get to come along for the fun...heh, heh, heh.

Super C (Konami)

In the classic NES cart, Contra, the evil alien Red Falcon got blown out of town by Super Commandos Mad Dog and Scorpion. Now this nasty alien is back for revenge and stronger than ever. This time his sinister plan involves infiltrating the American Army with his villainous intergalactic warriors. Hey, who can stop this creepy alien menace?



Well, if you haven't already guessed, it's Mad Dog and Scorpion—back on track and ready to ground the Falcon permanently. This time around you'll have to use many familiar weapons, including spread guns, lasers, flame throwers, and mega shells to stop the Falcon and his evil cronies. The game features horizontally scrolling, as well as overhead horizontal and vertical scrolling levels. And Konami has added three entirely new levels to the five already familiar to arcade fans. This is one sequel you won't want to miss.

Chiller (Sharedata)

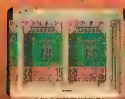


It's just another ho hum day some time during the middle ages. You're just sitting around twiddling your thumbs when you overhear a rumor regarding a sinister presence that has invaded the castle outside of town. Supposedly the dead are coming back to life, and things are looking pretty rotten—so to speak! Anyway, unless certain evil talismans are quickly found and destroyed, the undead are going to be the only game in town—talk about ruining the neighborhood! So you set out,

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either on your own or with one friend, to stop the undead. Use your controller, or arm yourself with your trusty light gun. You'll have to find all 32 talismans—eight levels with four talismans on each level. As you discover all of the talismans, you'll reveal a secret message. When you've found all 32 talismans, you can advance to a special hidden level. From the graveyard to the inner sanctum it's gory, it's gross, it's killer—er, Chiller!

Toobin' (Tengen)



"Let's go Toobin' now, everybody's Toobin' now..." Hey dude, get ready for some wild white-water action on the river of your choice. Climb aboard your favorite toob and get ready to cruise down up to 49 different rivers in nine different classes. The rivers range from prehistoric, complete with yellow dinosaurs, to southwestern, complete with six-gun shooting caballeros, to Martian, complete with purple water! And this isn't any ride down the lazy river either— you'll have to dodge all kinds of obstacles sharp enough to pop your inner tube, including things like axes, gunfire, and flying penguins that come winging at you from the river banks. But, like, you can also grab cans and six-packs to toss at obstacles. If you're feeling really gnarly, grab power-ups, like spinning beach balls, that let you wing cans fast and far. Based on the arcade title of the same name, this game is a wet and wild change from your normal everyday sports title. Hey, like, it's totally toobular!

The Mafat Conspiracy (Vic Tokai)

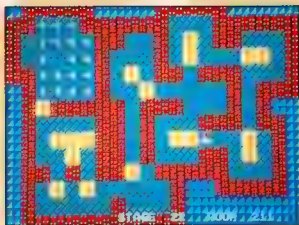


Golgo 13 is back! In this all new adventure you're on a mission to recover a stolen Star Wars satellite which has vanished from its orbit around Earth. What's more, the inventor of the satellite capture technology has also disappeared. The C.I.A. and the K.G.B. are both feigning innocence and claiming the other is responsible. If this whole mess doesn't get straightened out soon, the world is headed towards nuclear oblivion. This is where you come in. As a top secret agent you've got to solve this mystery, and fast! The ensuing adventure finds you zipping across Europe in a Ferrari, leaping across the tops of the speeding cars of the Orient express, and showing your stuff in a karate match with evil Duke Togo. Yup, Golgo 13 is back with a vengeance.

Genesis

Shove It! - The Warehouse Game (DreamWorks)

Get ready to Shove It! with Dreamworks' first title for the Genesis. Your challenge, as Stevedore the warehouse man, is to solve a series of complicated puzzles. The tricky part is you've got to do it by shoving a bunch of boxes into specific locations in each room. Overall, you've got to put 160 different warehouses on 16 different levels into order. With each level the difficulty of the puzzle increases. Play by your



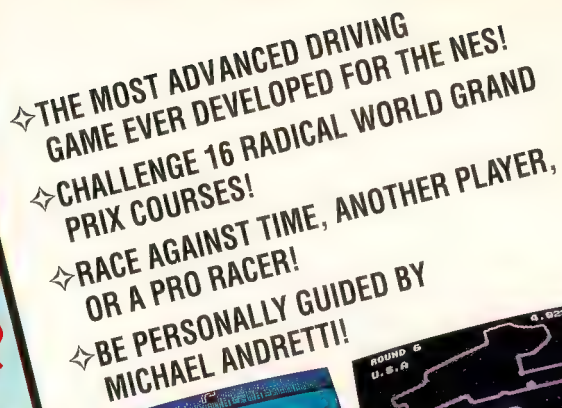
self or match your wits against another warehouseman. The game keeps track of how many moves it takes you to solve the puzzle, so you can see who's the smartest and most efficient at Shoving It! And don't worry if you get tired out by moving all of those heavy boxes. The game lets each warehouseman take a break between warehouses to dream about wealth, cars, and their beautiful girlfriends.

TurboGrafx

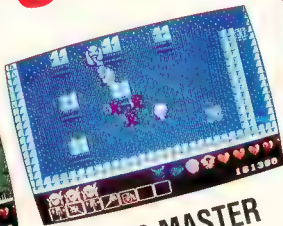
Neutopia (NEC)



In a far away land called Neutopia, a place of peace and prosperity, the people worshipped at a Sacred Shrine. Their beautiful princess, Raran, ruled with wisdom and kindness. Then one day the inevitable video game catastrophe happened! Beautiful Princess Raran was kidnapped by nasty, evil Boss Dirth. On his way out, he also snagged eight special medallions from the Shrine. The nerve of some people! Anyway, as you might already have guessed, you, as brave young Jazeta,



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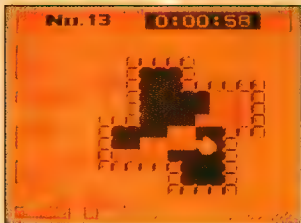
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must set out to rescue the poor Princess and recapture the stolen medallions. Along the way, you'll battle through strange and dangerous lands, complex labyrinths, and even more daunting obstacles. Battle the bad guys, collect special items, find magic potions, rescue the Princess, and save the day!



GameBoy

Daedalian Opus



Atari 7800

Alien Brigade (Atari)

A few of the guys in your barracks are acting really weird lately. Wouldn't you know it, you're assigned to observe their odd, almost alien behavior. Soon you discover that aliens from another world have invaded the Earth and are intending to take it over. These creepy aliens have entered the bodies of seemingly normal soldiers, and turned them into M-16-toting zombies, com-

pletely controlled by the aliens. Your mission is to save the world before the aliens take over and brainwash the entire human population. To accomplish this task, you'll have to seek out all of the aliens and destroy them. The bad news is that this involves trekking through five different, increasingly difficult, levels. The good news is that along the way you'll find weapons and other helpful items to help you stay alive. Well, it was sort of good news! Anyway, you better succeed or else the Earth is doomed. Now, how's that for pressure!

Journey back through time to the ancient, mystical land of Daedalus, governed by symmetry and time. To journey through this strange land, you must face the challenge of solving puzzles with a myriad of shapes and blocks. It takes the art of Daedalus and the power of your mind to figure out the puzzling riddles of the blocks.

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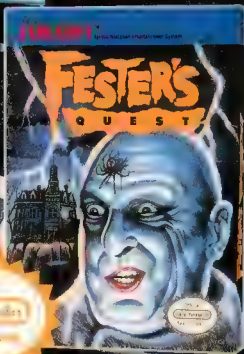
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TENNIS**



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Boomer's Adventure in ASMIK World™



NEVER JUDGE A WARRIOR BY HIS COVER

Sure, maybe on the outside, Boomer is cute and a bit on the pink side. But on the inside, he's all fight. Boomer is the last warrior left in Asmik World.

Before Boomer can defeat the dark lord Zoonzoon in his tower, Boomer needs to dig up an assortment of buried weapons and destroy Zoonzoon's mutant guards. But if Boomer cannot find the key to the 8 different worlds of the tower, he will never battle Zoonzoon for control of Asmik World. Time is running out. They need your help now.





And the Battle of the Hand-Helds Continues

The battle for a niche in the hand-held market continues with the news that **BOL Enterprises** has a portable NES-compatible system in the prototype stages. The unit sports a four-inch LCD color monitor and plays your regular NES carts with standard hand controllers. It's six inches wide by eight inches high by two inches deep and draws its power from four C cells. You'll be able to play almost any NES cart, however, it won't support gun cartridges. More on this as it develops.

As mentioned earlier in the magazine, we've also heard rumors indicating that **NEC** won't introduce the color-hand held unit that is compatible with TurboGrafx-16 cartridges into the U.S. this year. As for the **Sega** hand-held, new games are currently in development for this unit, which hopefully will be on display at the June CES. More soon!

Westward Ho!

We just heard that **Sunsoft** is pulling up stakes and moving their whole operation to the Los Angeles area. **Mindscape** is also heading west. They were recently purchased by **Software Toolworks** and are relocating to the San Francisco Bay Area. And speaking of being bought, rumor has it that **LJN Toys**, including **Enteractive** their video game division, is about to be bought by an as yet unnamed party.

Goodbye Power Pak, Hello...???

Flash: **Camerica** will NOT distribute the code-altering Power Pak, the NES-compatible CD interface, or the game-playing audio CD player! But that doesn't mean the innovative products (all developed by **Codemaster** in England) have been banished to gizmo limbo. At press time, Camerica was putting the finishing touches on a hush-hush deal with a "major" distributor to take over all three products. In fact, it's highly likely that the Power Pak will change its name and the outward design of its box in addition to its company logo. Stand by for more on this hot deal!

And the Games Begin...

The mammoth 1990 Nintendo World Championships is well underway. The

contest is set to run through October, and plans to make at least 30 stops all across the United States. By the time you read this the tour will have hit the cities of Dallas, Cleveland, Philadelphia, Pittsburgh, Detroit, and Indianapolis. Championship dates towards the summer are April 19-22, Boston, and 26-29, New York City. May 3-6 the tour visits Hartford, CT, and then Chicago, IL May 10-13. As we write this dates in other cities are still pending.

The competition is divided into three age categories: 1) 11 and under, 2) 12-17, and 3) adult, ages 18 and over. Winners in each category from each of the thirty cities will journey to the World Championship Event in Orlando, Florida later this year.

The contest itself features a triathlon video game cartridge, designed especially for the championship. Each contestant must first collect 50 coins in Super Mario Brothers, then navigate through a certain distance of the Rad Racer course, and finally, test their skills at Tetris.

When they're not competing contestants can check out the Power Walk, a series of more than a dozen pavilions that showcase current and future Nintendo games.

And More Games...

Culture Brain has announced a game contest of their own, but with a twist. To enter this contest you have to walk no further than your own personal Nintendo unit. Here's how it works: The contest game is Kung Fu Heroes. You compete as a team with one other player, whoever you choose, in one of two categories. In the family category both players must be 12 years old or under as of March 31, 1990. In the General Category both players must be 13 years or older by March 31, 1990. The two of you play Kung Fu Heroes for a high score (the highest score pos-

sible is 99,999,999) and then photograph your game screen to validate your high score. Your entry must be postmarked by August 31, 1990. Selected teams will be sent to Los Angeles for the finals and a trip to Disneyland! Visit your favorite retailer for more details on the contest. And watch upcoming issues of GamePro for tips and hints on how to score big in Kung Fu Heroes!

Bayou Billy Meets Archie??

If you were depressed when you came to the end of **Konami's** The Adventures of Bayou Billy for your NES, cheer up! Now in its third issue, the Adventures of Bayou Billy comic book takes up Billy's story where the video game leaves off. It's the same old Billy, a.k.a. William Jackson West. Now, he and his girlfriend, Annabelle, are busy hunting down notorious New Orleans criminals. No word yet on whether or not this means they'll star in an NES sequel to Bayou Billy.

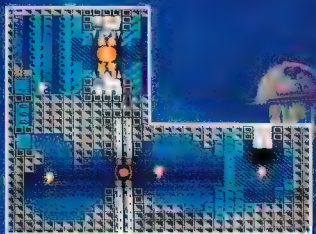
And Some Game News

Inex is tentatively planning a fall release for Dragon Warrior II. This sequel to Nintendo's Dragon Warrior is based on the smash series from Japan, Dragon Quest. During the recent release of Dragon Quest IV in Japan, gamers waited in huge lines to buy the cart, and people were actually mugged by thieves in search of copies of the game! **LJN** has scheduled a fourth quarter release for Bill and Ted's Excellent Video Game Adventure. The game idea comes from the movie Bill and Ted's Excellent Adventure and incorporates history, adventure, and time travel in an all new adventure for Bill and Ted. **Sega of America** hints at the release of a role play/adventure title this fall, that they're touting as bigger and better than Phantasy Star II. This title will be announced at the summer Consumer Electronics Show. **Sunsoft** is developing an NES title based on Gremlins II. The movie of the same name is scheduled for a summer release, and the game should be on retailer shelves during the fourth quarter. A Game Boy version of Gremlins II is also in the works.

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video game play

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- Find your way back to your ship before the Air Fortress self-destructs!



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N VENTURE

ge Is Real. The Game Is XEXYZ.

But be careful. You'll need all your courage and cunning to succeed. Otherwise, the entire human race is doomed to extinction!

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When you have achieved your best score on any Nintendo, Sega, Genesis or Atari (7800 or XE) game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, in each issue a drawing will be held of all high scorers, and one in each area (Nintendo, Sega, Genesis and Atari) will win a free GAMEPRO Supershirt!

For best photo results, turn out the lights in the room, use a 35mm camera and no flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/camcorder and

submit your score on video tape. (High scores submitted on photos and tape cannot be returned.)

In order to be fair to all players, please abide by the following rules:

- 1) Players must play the game continuously—for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games when our

panel of judges feels slo-mo is necessary.

- 4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

Please mail in your proof of a super score, and print on a piece of paper your name, address, phone number, name of game, name of game system, score achieved, and mail to:

GAMEPRO Magazine
ProScores
P.O. Box 3329
Redwood City, CA 94064

NINTENDO

Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400
1943	Donald E. Vasquez	2,621,400
Alien Syndrome	Shane Stebanuk	202,500
Alpha Mission	John Mooney	242,220
Arkanoid	Craig Beggs	783,350
Bad Dudes	John G. Polizzi	694,800
Balloon Fight	Adam Albert	691,950
Bionic Commando	Michael & Jon Weldon	Finished
Blades of Steel	Efrain Pardo	Ultimate Champ
Bubble Bobble	Alice Grobarcik	1,605,400
Bugs Bunny	Michael Gaddis	132,500
Castlevania	Jeff Adkins	999,990
Cobra Triangle	Conrad D. Cheslock	979,300
Contra	Jim Hernandez	6,553,500
Dig Dug 2	Charlie Kimble	415,100
Donkey Kong Jr.	Scott Lindsey	251,000
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	Augusto Celso	196,580
Dragon Warrior	Michael Stubblefield	Finished
	Michael Crutchfield	Finished
	Doug Buford	998,500
Duck Hunt	Vincent Barredo	11,877,000
Duck Tales	Evan Miller	Finished
Faxanadu	Jake McKee	1,581,400
Fist of the Northstar	Kelly McKenzie	3,150
Gauntlet	Michael Crutchfield	Finished
Ghosts and Goblins	Conrad D. Cheslock	651,870
Gotcha	Scott Lindsey	3,652,000
Gradius	J.J. Cano	9,999,990
Guardian Legend	Kelly McKenzie	368,050
Gyromite	Randy Bachmier	596,900
Hogan's Alley	Kevin McLaren	9,999,999
Indiana Jones	Ed Van-Tilburg	1,180,900
Iron Tank	John Meara	957,130
Jackal	Adam Albert	999,900
Karate Champ		

Game	Player	Score
Kid Icarus	Conrad D. Cheslock	9,999,999
Kid Niki	Sam Wu	557,700
Kung Fu Master	Shane Stebanuk	527,050
Legend of Kage	Roger Gullatte	706,650
Life Force	Pierre Aparicid	1,192,300
Mach Riders	Shane Stebanuk	277,270
Marble Madness	Kevin Dulin	118,440
Mega Man 2	Julian Sanchez	Finished
	Evan Miller	Finished
	Eric Brocki	Finished
	Evan Miller	365,600
Metroid	Andy Robbins	13,008,920
Mickey Mouscapade	The Game Freak	400,000
Mighty BombJack	John Wittington	505,050
Ninja Gaiden	Andy Beall	130,800
Operation Wolf	Chris Pfeiffer	466,270
Paperboy	Richard Metzger	229,800
Pinball	Bryan Clickener	255,845
Prisoners of War	Jeff Dowis	37,680
R.C. Pro Am	Kelly McKenzie	2,724,000
Rad Racer	Frank Maruca	1,182,600
Robo Warrior	John Orr	232,300
Rush n Attack	James McPartland	9,999,900
Section Z	Adam Albert	Finished
Seicross	Robert Connolly	Finished
Shadowgate	Kevin Martin	99,990
	Ray Venosdale	
Shooting Range		Finished
Party Game	Vincent Barredo	44,500
Simon's Quest	Conrad Cheslock	367,500
Skate or Die	Todd A. Barber	6,149,140
Sky Kid	Roy Inman	236,705
Solomon's Key	Mike Gamp	6,443,900
Spy Hunter	Jonathan Henry	6,090,000
Star Force	Keyy McKenzie	
Star Soldier		

High Score Board

NINTENDO (cont.)

Game	Player	Score
Stinger	A.J.F.	
Strider	Evan Miller	2,656,300
Super Mario Bros.	Derek Norcross	Finished
Super Mario Bros. II	Joey Black	Finished
	Tad Fatum	Finished
Super Dodge Ball	John Howland	Finished
Super Pitfall	Glenn Stockwell	Finished
Teenage Ninja	Christopher Pollock	9,999,500
Mutant Turtles		2,026,800
Tetris	Randall Kennedy	
Top Gun	Wayne James	185,624
Track & Field	Adam Albert	91,600
Trojan	Berny Kiel	999,999
Ultimate Exodus	Robert Connolly	308,000
Wings	Conrad D. Cheslock	Finished
World Runner	Adam Kline	1,016,000
Wrecking Crew	Shane Stebanuk	669,650
Zanac	Dave Hanych	999,400
Zelda	David DiMarcantonio	36,783,810
Zelda II	Xuong Lu	Finished in 5 games Finished in 1 game

Game	Player	Score
Rampage	Gus Zambrano	
Rastan	DeAngelo Price	937,470
Rescue Mission	Andrew Frick	503,390
Safari Hunt	Matt Slezak	1,321,400
Shinobi	Todd Bustillo	1,165,750
Shooting Gallery	Donald Simpson	42,300
Space Harrier	Zak Druzba	35,540,810
Space Harrier 3-D	DeAngelo Price	18,517,740
The Ninja	Zak Druzba	2,200,700
Thunderblade	Michael J. Andrus	2,510,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Wonder Boy in	Vanessa Mihara	1,363,800
Monster Land		
Y's The Vanished Omen	Josh Carlson	Finished
Zaxxon	DeAngelo Price	Finished
Zillion II	Gus Zambrano	75,900
	George Sun	342,500

SEGA

Game	Player	Score
Action Fighter	Claudio Lorentz	
After Burner	Robert Wong	1,149,360
Alex Kidd/	Shawn Pottorf	9,599,400
The Lost Stars		81,200
Alex Kidd/	Gus Zambrano	
Miracle World	T.J. Sackfield	137,200
Alien Syndrome	DeAngelo Price	115,000
Altered Beast	George Sun	116,500
Astro Warrior	Gerald E. Shepard Jr.	365,700
Aztec Adventure	DeAngelo Price	655,900
Black Belt	John G. Polizzi	87,100
Bomber Raid	Gus Zambrano	5,031,200
Choplifter	Wayne Frick	785,000
Double Dragon	Pierre Desrochers	3,327,200
Enduro Racer	Michael J. Andrus	1,199,080
Fantasy Zone	A.J.F.	6'22'44
Fantasy Zone II	Vanessa Mihara	9,999,999
GangsterTown	Gus Zambrano	6,573,200
Hang On	Gus Zambrano	167,920
Kenseiden	Jake Harvey	4,125,080
Kung Fu Kid	Sean Skierski	112,700
Maze Hunter 3-D	DeAngelo Price	2,217,400
Missile Defense 3-D	Sam Wu	217,400
My Hero	André St. Laurent	345,600
Out Run	André St. Laurent	586,590
Phantasy Star	Donald Simpson	39,592,690
	Ron Huskiewicz	Finished
Power Strike	A.J.F.	Finished
Pro Wrestling	Jonathon Zaremba	4,476,980
R-Type	Jordan Crane	547,200
Rambo	Michael J. Andrus	1,153,000
Rambo III	Shane Gransden	1,368,320 60,500

GENESIS

Game	Player	Score
Altered Beast	Todd Bustillo	2,381,100
Arnold Palmar Golf	Dennis Banomini	4 Pars/13 Birdies/ 1 Eagle/level 12/total 16
Ghouls N' Ghosts	Ryan Spangler	Finished
	Jeremy Palcat	Finished
	Alexander Ewart	Finished
Rambo III	Ben Ritchey	443,650
Revenge of Shinobi	Bruce Haggerty	1,128,600
Space Harrier II	Jason Giardino	23,071,800
Super Thunder Blade	Shane Stebanuk	9,185,560
Thunder Force II	Lee Venteicher	2,983,310

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Dark Chambers	Brandon George	529,710	
Desert Falcon	Corey Christian	308,648	STD
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Mike Ciesielski	432,330	ADV
Joust	Greg Vandendriessche	337,800	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Bodry	116,910	
Rampage	Shane Shaffer	159,950	INT
Mario Bros.	Chris Hubbard	125,440	STD
Super Mario Bros.	John Whittington	186,630	
Xenophobe	Lindsey Anne Cyr	582,485	
Xenious	Buzz Morgan	811,910	INT

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Here's what you need to do:

- 1) Rate only the games with which you are familiar;
- 2) Rate the game in each of the four categories with a score from 1 to 10. The four categories are:

Graphics and Sound: How good are the graphics and sound for the game? (1 = poor graphics/sound, 10 = the best graphics/sound)

Playability: How well can you interact with the game using your controller? (1 = poor playability, 10 = great playability)

Difficulty: How challenging is the game?
(1 = not challenging, 10 = very challenging)

Fun Factor: Is the game fun to play?
(1 = not fun, 10 = the most fun).

	Graphics & Sound	Playability	Difficulty	Fun Factor
Adventures of Bayou Billy	_____	_____	_____	_____
Adventure of Dino-Riku	_____	_____	_____	_____
Adventure of Tom Sawyer	_____	_____	_____	_____
Air Fortress	_____	_____	_____	_____
Arwolf	_____	_____	_____	_____
Alpha Mission	_____	_____	_____	_____
Amagon	_____	_____	_____	_____
Athena	_____	_____	_____	_____
Back to the Future	_____	_____	_____	_____
Bad Dudes	_____	_____	_____	_____
Bad Street Brawler	_____	_____	_____	_____
Balloon Fight	_____	_____	_____	_____
Bombberman	_____	_____	_____	_____
BreakThru	_____	_____	_____	_____
Bugs Bunny's Crazy Castle	_____	_____	_____	_____
Bump 'N' Jump	_____	_____	_____	_____
Bural Fighter	_____	_____	_____	_____
Castle of Dragon	_____	_____	_____	_____
Castlevania	_____	_____	_____	_____
Chubby Cherub	_____	_____	_____	_____
City Connection	_____	_____	_____	_____
Clu Clu Land	_____	_____	_____	_____
Cobra Command	_____	_____	_____	_____
Cobra Triangle	_____	_____	_____	_____
Code Name: Viper	_____	_____	_____	_____
Commando	_____	_____	_____	_____
Contra	_____	_____	_____	_____

	Graphics & Sound	Playability	Difficulty	Fun Factor
Cybernoid	_____	_____	_____	_____
Destination: Earth Star	_____	_____	_____	_____
Dr. Jekyll & Mr. Hyde	_____	_____	_____	_____
Double Dragon	_____	_____	_____	_____
Double Dragon II	_____	_____	_____	_____
8 Eyes	_____	_____	_____	_____
Fist of the North Star	_____	_____	_____	_____
Flying Dragon	_____	_____	_____	_____
Ghosts 'N Goblins	_____	_____	_____	_____
Godzilla	_____	_____	_____	_____
Gradius	_____	_____	_____	_____
Guerilla War	_____	_____	_____	_____
GunSmoke	_____	_____	_____	_____
Hudson's Adventure Island	_____	_____	_____	_____
Ice Climber	_____	_____	_____	_____
Ikan Warrior	_____	_____	_____	_____
Ikan Warner II	_____	_____	_____	_____
Victory Road	_____	_____	_____	_____
Indiana Jones and the Temple of Doom	_____	_____	_____	_____
Infiltrator	_____	_____	_____	_____
Iron Tank	_____	_____	_____	_____
Jackal	_____	_____	_____	_____
Jaws	_____	_____	_____	_____
Karate Kid	_____	_____	_____	_____
Karnov	_____	_____	_____	_____
Kid Kool	_____	_____	_____	_____
Kid Niki	_____	_____	_____	_____

	Graphics & Sound	Playability	Difficulty	Fun Factor		Graphics & Sound	Playability	Difficulty	Fun Factor
King's Knight					Seicross				
Knight Rider					Silent Service				
Kung Fu					Skate or Die				
Kung Fu Heroes					Sky Kid				
The Legend of Kage					Sky Shark				
Legendary Wings					Snoopy				
Life Force					Spelunker				
Mach Rider					Spy vs. Spy				
Magmax					Squoon				
Marvel's X-Men					Starforce				
Metal Fighter					Star Soldier				
Micky Mousecapade					Star Voyager				
Mighty Bomb Jack					Stealth ATF				
Monster Party					Stinger				
Mystery Quest					Super C				
1942					Super Mario Bros.				
1943					Super Pitfall				
Ninja Kid					Target: Renegade				
Phantom Fighter					Terra Cresta				
Pinball					3-D World Runner				
Platoon					The Three Stooges				
P.O. W.					Thundercade				
Predator					Tiger-Heli				
Puss 'N Boots					Top Gun				
Raid 2020					Top Gun II: The Second Mission				
Raid on Bungling Bay					Trojan				
Renegade					Twin Cobra				
Rescue The Embassy Mission					Twin Eagles				
RoboCop					Urban Champion				
Rock 'N Ball					Wrecking Crew				
Rush 'N Attack					Zanac				
Section Z									

And one more thing!! Please list, in order, your 10 all-time favorites from the above titles.

- | | | |
|----------|----------|-----------|
| 1. _____ | 4. _____ | 7. _____ |
| 2. _____ | 5. _____ | 8. _____ |
| 3. _____ | 6. _____ | 9. _____ |
| | | 10. _____ |

Thanks for your help. We'll print the results as soon as they're tabulated and the contest winners will receive their prizes by mail. All surveys must be postmarked by June 15, 1990.

Name _____
 Address _____
 City _____ State _____ Zip _____
 Phone _____
 Game System Owned _____ Age _____ Sex _____

Mail Game Ratings to: GAMEPRO Magazine, P.O. Box 3329, Redwood City, CA 94063

Next Issue!

New ProViews!

Hey, the Baseball Season started late this year so we figured we could give you our version of Spring Training in June!

Check out all of the latest NES baseball titles, including:

Bases Loaded II

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RBI II

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The Mafat Conspiracy
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for the Master System

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After Burner	52.99	P.Rodius	42.99
Air Fortress	42.99	R.B.I. Baseball	35.99
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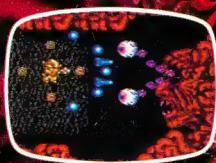
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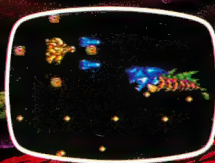
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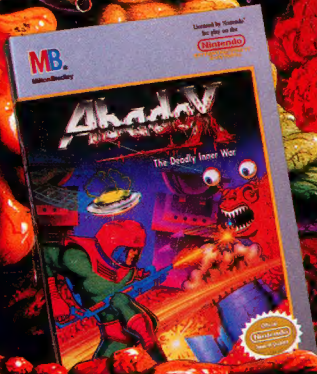
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